

CD-i

THE NEW INTERACTIVE ENTERTAINMENT SYSTEM

Issue 1

FIRST ISSUE

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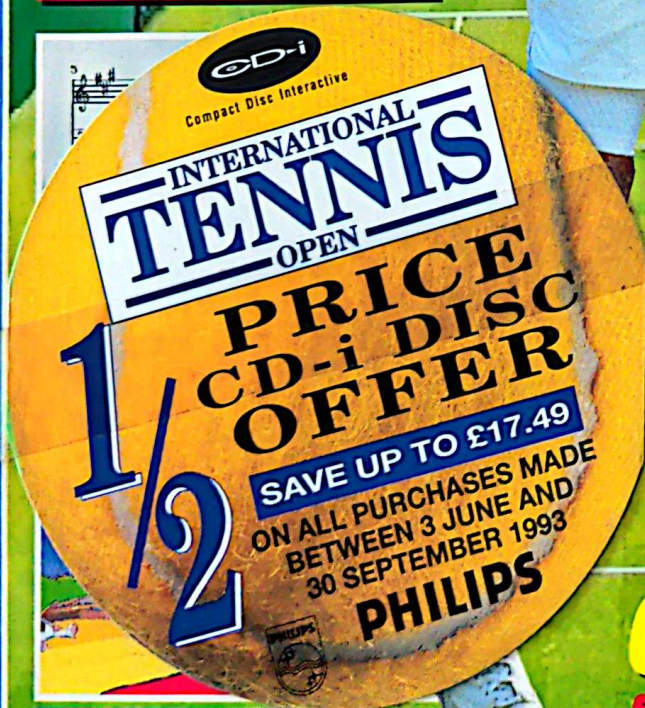


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For further information on CD-i – the all-in-one home entertainment system – call free of charge on **0800 885 885**.



PHILIPS

INSIDE

What's in the first issue of CDi?



Welcome to CDi magazine, the first independent publication dedicated exclusively to the latest developments in interactive compact disc - the hottest item in home entertainment.

CDi is the next big step in CD technology - bringing CD sound and pictures to your TV screen. With a CDi player installed in your home, you have a whole new world of family entertainment at your fingertips. There are interactive games to play, a host of discs specifically designed for young children and titles on cookery, art and photography for the grown-ups.

In this issue, Dominik Diamond of Gamesmaster fame reviews International Tennis Open which enables you to play the role of John McEnroe or Andre Agassi at the French Open or Wimbledon.

And in our celebrity challenge, Martin Brundle pits his wits against the computer in Video Speedway.

We will be bringing you independent reviews of new discs before they are released, tips on how to play new games and news on the latest developments in CDi technology. Autumn will bring another big breakthrough - the launch of the first titles on Full Motion Video (FMV). This is the system that enables feature films and pop videos to be put on CD.

You can even store your family photos on Photo-CD.

If you would like to know more, read on. CDi is a new force in entertainment, information and learning.

And don't forget, we would like to hear from you, the reader, if you have any ideas about how CDi should develop.

Andy Clough - Editor

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WHAT

WHAT TITLES ARE THERE FOR MY NEW CDi?

There are currently 250 CDi titles in development, with at least 100 on the market so far. Many more will be released in the next year. Existing discs range from interactive games, music, art, cookery and photography through to a series of children's titles.

The latter include Cartoon Jukebox which allows children to "paint" cartoon characters and then watch them come alive on the TV screen. The Sesame Street Numbers and Letters discs are designed to be entertaining and also help children to read, count and listen.

The Story Machine series lets kids make up their own stories on a TV screen — they can even be copied onto video tape. Tell Me Why is a children's encyclopaedia which uses sound, graphics, text and cartoon animations to show how things work. It brings information to life in a way in which no ordinary encyclopaedia could. For example, you can see how blood flows around the heart, rather than just reading about it. Shipwreck is an educational adventure game which teaches about electricity.

CDi has a number of games including the futuristic shoot 'em up *Escape from CyberCity* (see page 27), and *Laser Lords*, a space adventure game. Other titles include *Tetris*, *Chess*, *Backgammon*, *Defender of the Crown* and *Dark Castle*. Philips is also developing games featuring the Nintendo characters Mario, Link and Zelda which should be released in due course.

There are sports titles, such as golf and tennis, which offer realistic video animations. In *Palm Springs Open*, you can play on some of the famous golf courses around the world. You decide what golf clubs to use, as well as the power and the angle of the club swing. There are commentators who praise your



So, now you know all about the technology and equipment... I bet you're wondering about what you can do with the machine? Read on as George Cole reveals more



better efforts and are suitably rude when you mess up!

Other CDi titles can help you learn how to take better photographs or play a guitar. *Time-Life 35mm Photography* lets you take snapshots without using film (see page 45). There are 25 *Workshops* (which include landscape and portrait photography) to choose from and you can set the aperture and shutter speed of an "electronic" camera and then see the results on TV. The disc also offers help and advice, and you can re-take shots as many times as you like. The *Private Lessons* series helps you play classical, rock and jazz guitar and improve your technique.

There are also reference titles; one of these puts all 26 volumes of *Compton's Encyclopedia* on to a CDi disc (see page 20). The disc includes thousands of articles and hundreds of pictures, as well as short video documentaries. With CDi, you can also take a tour around the Smithsonian Institute or the Renaissance Gallery and there are also arts discs on Van Gogh, The French Impressionists and Dutch Masters. CDi music titles include Mozart, Pavarotti, Louis Armstrong and James Brown.

And for something a little different, the *Create Your Own Caricature* disc lets you alter the images of 100 personalities, including Fergie, Lady Thatcher and Bill Clinton. You can even use your own Photo CD discs and change the faces of your family and friends. There's no doubt that CDi adds a new dimension to home entertainment, so why not check it out?

WHAT ABOUT MOVIES AND VIDEOS ON CDi?

Coming soon to a high street near you will be CDi discs with full motion video (FMV) pictures.

Existing CDi decks can't display FMV pictures, because when CDi was first developed, no one thought you could put more than a few seconds of

IS CDi2 SOFTWARE

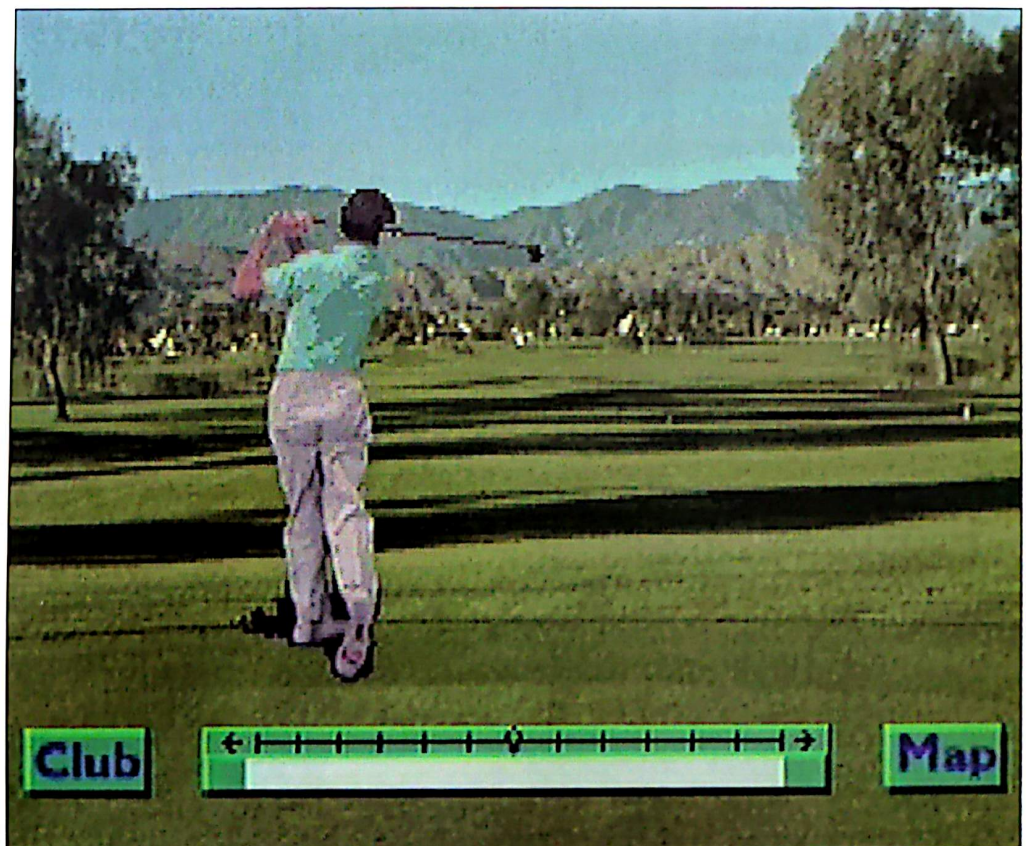
full motion video on a CD. The reason is that moving pictures take up a lot of disc space. However, smart microchips, which allow up to 72 minutes of full motion video to be stored on a compact disc, have now been developed.

As a result, Philips and other companies have developed a special plug-in cartridge which slots into the back of existing CDi decks and enables them to play FMV titles. The cartridge also contains extra features which gives CDi decks even better performance. These turbo-charged CDi decks will work faster than existing players, allowing software designers to develop even more sophisticated games.

Watch out for three types of FMV titles. The first will be music videos, many of which will also contain artist information and other details. There will also be ordinary movies, although these will be on two or three discs because most films last more than 72 minutes. The third type of FMV discs will be interactive movies; films which allow you to control how the plot develops. For instance, if you don't think Sigourney Weaver in *Alien* is taking the right route to escape from death, you could make her go another way.

The first FMV titles and cartridges are due to be launched this autumn. At the moment, no-one knows how many FMV titles will be initially available, although Philips has promised a handful of interactive movies. Philips is also being coy about the price of the FMV cartridge, but it's likely to be in the region of £150 to £200. ●

Clockwise from top: CDi lets you explore a whole new world. Find out about the first moon landing, explore foreign countries, play golf on the Palm Springs course or battle your wits against the dark forces out to destroy you in Inca





CDi bonanza at ECTS

The European Computer Trade Show in London was the launchpad for a host of new CDi titles which will be released during 1993/94. CDi Magazine brings you all the latest news from the show and a guide to the hottest releases.

Philips Interactive Media International (PIMI) announced it to strengthen its commitment to the games sector and has signed worldwide CDi licensing agreements with Virgin Games for The 7th Guest, Gremlin Graphics for Lilit Divil and Rage Software for the highly regarded Striker soccer game.

These agreements will enable Philips to develop and market entirely new versions of the games specifically for CDi. The 7th Guest will be the first interactive FMV game and will be produced by Philips in the UK.

"We are delighted to be working with Virgin Games and able to add The 7th Guest to the exciting range of CDi games currently under development," says Lynn-Evans, managing director, Philips Interactive Media UK. "This is an outstand-

ing title which, with the additional enhancement of FMV on CDi, will set a new standard for interactive mysteries."

Lilit Divil, an interactive mystery adventure originally designed for Amiga and PC platforms, will also incorporate FMV sequences and this will be the game's first appearance on any CD format. The CDi version will be enhanced with high quality animation in 128 colours, as well as FMV sequences and extensive digital audio.

The deal with Rage Software will lead to the development of an entirely new version of Striker in conjunction with PIMI. Striker was originally produced by Rage for the Amiga and ST. The game features 3D graphics as well as action replay with video type control, and selectable speed and team formation options. The game also allows control of the direction and power of free kicks. The CDi version will allow the user to choose solo or two player matches.

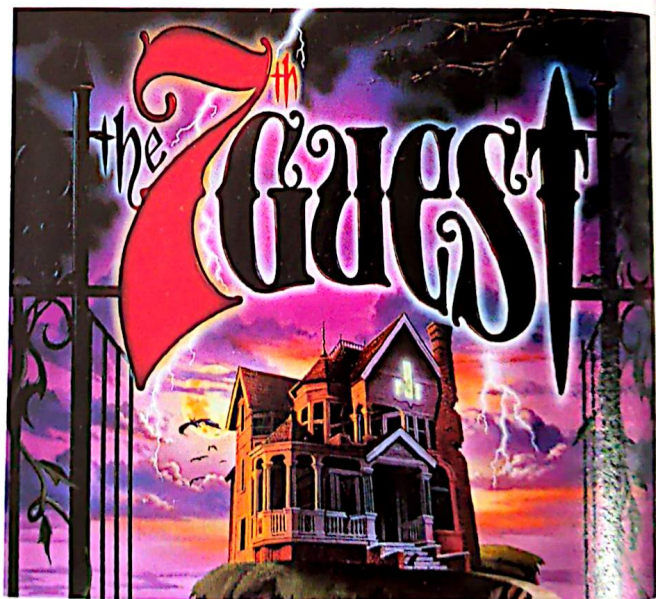
"It is very encouraging for us that so many major names from the games industry are now get-

ting involved with CDi," adds Lynn-Evans.

There are also rumours that Philips has signed a deal with Paramount to buy the rights to 48 back catalogue film titles for production on CDi, but details remain under wraps. At the moment, the rights only extend to the US and Canada.

SEVENTH GUEST

An interactive FMV mystery drama produced by Trilobyte for Virgin Games, which has licensed it to Philips. The game takes place in a 24 room mansion once owned by the evil toy-maker Henry Stauf. Dozens of children died after buying his toys, but before the local com-



munity could do anything. Stauf himself met his maker. Years later, six guests are anonymously invited to the late toymaker's eerily vacant hilltop mansion. The player is granted total freedom to walk around the mansion and view the scenery from any angle he or she chooses.

Real actors come onto the screen and introduce themselves and the player has to search around the house for clues to get from one room to the next. The live actors drop clues and a host of special effects keep you on your toes. Even the most experienced players can take 15-20 hours to find the solution.

Available: Christmas 1993

LITIL DIVIL

An interactive mystery adventure developed by Gremlin Graphics. It is based on the story of a young man who finds an ancient stone slab with hieroglyphics which directs him to a cellar where the Portal to the Lost City of the Underworld can be found. In the cellar he finds another stone tablet and a pool of water. After drinking from the pool he looks at his reflection in the water, but is horrified to see that he has been transformed into a Litil Divil. So begins the tricky quest.

Available: end 1993

STRIKER

This will be the first game from Rage Software to be released on any CD format. The CDi version will include new partial screen FMV sequences. It will also allow the user to choose solo or two player matches.

Available: end 1993

LINK: THE FACES OF EVIL

The player meets the magical and frightening characters of Koridai in full motion cartoon animation. This disc features the popular Nintendo characters. Link must save his island from the hideous faces of Evil. Includes professional sound effects and an original music score.

Available: 4th quarter 1993

ADVENTURES OF ZELDA

There exists a land called Hyrule whose peace is protected by the golden "Triforce". The evil Ganon has tried to steal the Triforce many times and failed. But Ganon has struck again, capturing Link and the Triforce. The only way to rescue Link and to save the world is to gather all the seven signs of Tolemac. Zelda must travel into Shrines of

the Underworld to battle enemies and solve tricks, traps and puzzles to gather the all important seven signs.

Available: 4th quarter 1993

CAESAR'S WORLD OF BOXING

An interactive boxing fantasy that offers all the colour and

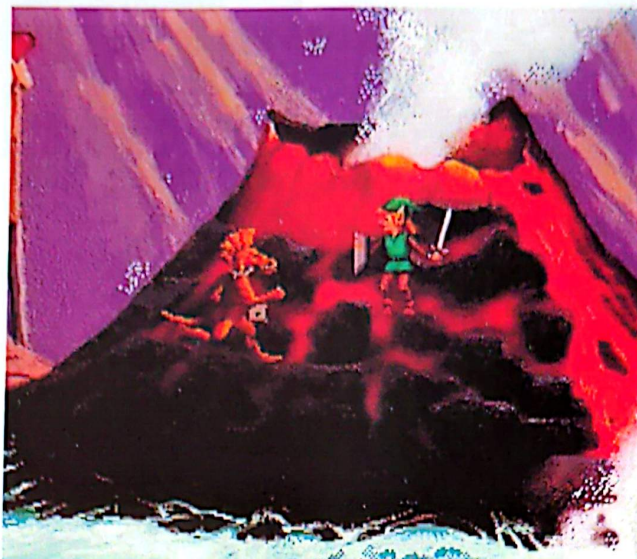
THE NEW JOY OF SEX

The famous sex guide by Dr Alex Comfort adapted to CDi. Interactive questionnaires and an assessment of users.

Available: 1994

VOYEUR

An interactive political thriller combining the suspense of



A host of top-name games will soon be available on CDi, including the popular Nintendo title *Link: The Faces of Evil* (above). Characters appear in full motion animation and CD sound really brings the action alive. Below: FMV in another new title, the Hitchcockian *Voyeur*



glamour of being backstage at Caesar's Palace in Las Vegas among the fighters, managers, high rollers, women and exciting nightlife. A full screen, full motion sports title.

Available: end 1993

Alfred Hitchcock's "Rear Window" with the erotic overtones of Roman Polanski's "Chinatown". The film reveals the dark secrets of former astronaut and potential presidential candidate Reed Hawke and his

family. You can watch the thriller as a linear programme or peep through the windows of the family mansion into different rooms. Scenes inside can be captured by built-in video cameras to expose blackmail in the family.

Available: end 1993

LOGIC BOMB

An interactive movie on CDi. You are Sol Cutter, an outlaw data mule, who transfers secret information around the city for unnamed multinationals. There is just one catch - the data is locked in your brain and only one buyer has the key. Logic Bomb carries you through futuristic landscapes on a rollercoaster ride that may never end. Your only hope is to be one step ahead of your rivals.

Available: 1994

MYSTERY OF KETHER

An interactive quest in which the player has to lift the curse on the beautiful island of Kether to become ruler of the island. By exploring Kether's valleys, conversing with its citizens, discovering its secret passages and fighting its monsters, players gradually discover the source of evil. The game combines the latest animation techniques and the most advanced digitized sound. Set in a futuristic Bladerunner style setting.

Available: September

MIND QUEST

A mind-opening experience designed to improve creative thinking skills in an intriguing way. Within a building of the most complex spatial design, the player explores rooms, stairways and gardens in which a number of puzzles have to be solved before the journey can continue. The puzzles are based on mathematical, verbal and visual problems and gradually increase in difficulty.

Available: September

THE SECRET NAME OF RA

An interactive adventure through an ancient pyramid tomb. The year is 3000 BC and the player must enter the mysterious pyramid, full of secret tunnels and chambers. Here there are many strange and fascinating characters who will test the player's courage, skill and intelligence. The ultimate quest is to discover the Secret Name of Ra, the great sun god of Ancient Egypt, within a single night of exploration. Definitely not a game for the claustrophobic!

Available: TBA

THE DIAMOND REPORT

In the first of a regular series, Dominik Diamond looks at the most exciting game yet for the CDi system - International Tennis Open

I have to come clean with you. I am not the world's biggest CDi fan. Sure, technically it's great. Full motion video is the dog's dangles. If you want an encyclopaedia on disc, you got it. If you want a great educational machine, you got it.

However - heinous heathen that I am - I just want the games, and so far I haven't been ecstatic about any of them.

So, after the disappointments of CyberCity, Baseball and the Palm Springs Open, I was dreading CDi tennis. Let's face it, there have been some pretty rosey console tennis games and they're supposed to be good at this type of thing.

So, I switch on the machine and I get a nice intro sequence with perfect photographs, spanking music and digitised speech. Yes, it's brilliant, but I expect nothing less from the CDi machine.

Now we move onto the options screen which is very comprehensive, including the following:

INFORMATION

Standard explanatory blurb about the game in perfectly rendered sound.

NATIONALITY

Choice of nine countries, ranging from the decent tennis nations (USA, Germany, Sweden) to those who get the back page headlines if they get their first service in (Japan, dear United Kingdom).

PLAYING OPTIONS

Top notch stuff here. You can switch off the commentary, change the level, the number of shots you can play, load/save and change the control mode.

The latter of these is the most useful. Fully manual means you control everything, from moving

your player and timing your shots, to selecting the angle of return and what flavour of Robinson's barley water you want to drink.

Manual moves means simply that you do all the running about while the computer takes care of all the "ball hitting racquet" shenanigans.

Manual shots defensive and offensive mean it is the comput-

er which controls your player's running about, leaving you free to perform that perfect cross court drop volley you've always dreamed about.

If you select defensive, your player will linger around the baseline and play a percentage game. The computer will only move him up to the net if it's sure a match winning stroke is on the cards.

If you select offensive, it becomes more of a "serve and volley" game where the computer takes the attitude of "Look Mister, I'm going up to the net and just you try and stop me".

Out of all the control options, I would recommend starting off with the computer controlling your player defensively. Move up to offensively when your timing improves. Then step up to manual moves and, if you are still creaming everyone, try the fully manual mode.

PRACTICE

Another excellent feature built into the game. You have the choice of practising your serves or taking on the tennis machine which, as in real life, lobs balls at you from every angle. Definitely worth a visit before you try fully manual mode.

MATCH

OK, here we go into the game itself. This is a one-off exhibition match where you get the choice of four opponents:

Thomas Ullman - German bloke, age 25, rank 20

He's not too difficult to beat. He gets nervous and puts a fair few shots out of court. Play a conservative baseline game and force him to make the mistakes.

Julio Jimenez - Spanish bloke, age 31, rank 35

He can pull off some great shots, but he's a bit of an old fogey, so keep spraying the ball around and after he has run around for a bit, he gets tired.

Erik Anderson - Swedish bloke, age 21, rank 8

This guy was junior world champion, so he's well fit, but loses his bottle a bit in the middle of the match. You really have to put him under pressure from the start.



Robert Garret - American bloke, age 26, rank 1

This boy is the business! Very tough to beat. He always comes to the net and attacks, so you've just got to try and lob him. Strangely enough, when he does play from the baseline, he puts the odd shot into the net.

Each match can be played on three surfaces - cement, clay or grass. Cement is the easiest surface, because on clay the ball bounces higher and slows down, while on grass it tends to keep low and fast.

TOURNAMENT

This is the true test. Play in one of three championships: New York (easiest), Paris (middle) or London (hardest).

You join the championships at the quarter final stage and (hopefully) progress to the final. The commentary for the London championships is unintentionally hysterical. We are told that the tournament takes place in a brand new stadium in ...wait for it... Clapham. (Yeah, sure!).

Also, the commentator blabs on about how security is tight because the IRA has made bomb threats, which seems unnecessarily sick in these times, but never mind. Another lovely touch is that the umpires are true to their nationality. The English and American umpires read out scores in their native accents, whereas if you choose the French tournament, the scores are read out in French.

All this is great, but what about the game itself? OK, when you get into the game, you have to worry closely about little technicalities such as how to control your player. Read closely:

To serve, you hit button 1 and a cross appears in your opponent's forecourt. Move the cross to where you want the ball to land, and press button 1 again. Simple. Well, it takes a bit of practice.

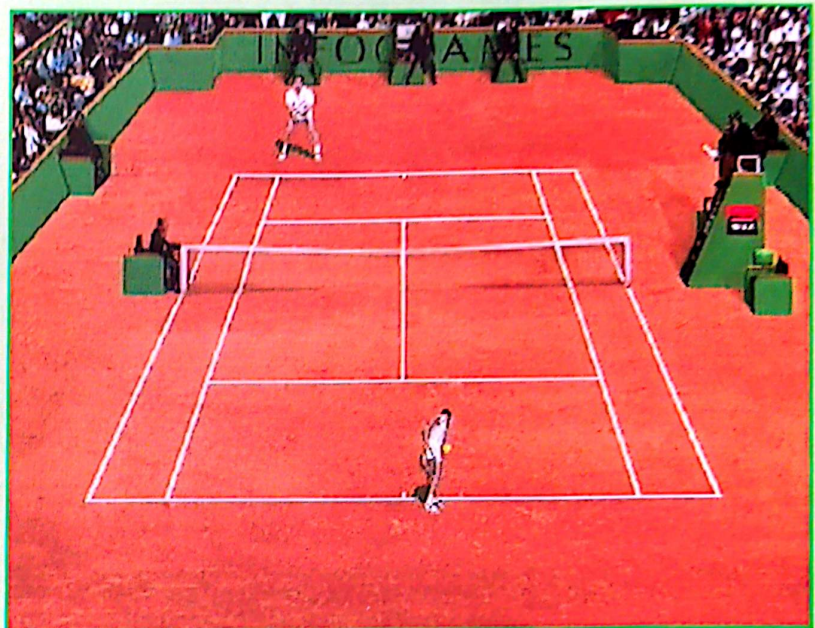
You move your player using the obvious directional stick and press button 1 or 2 to hit the ball. If you push a direction while you press the button, that will affect the direction the ball goes in. Button 1 generally does a faster, flatter return than button 2. With the combination of all these, you can pull off the full range of shots.

The computer will calculate the best type of shot for you to do, and this means the basic two buttons produce different types of shots depending on where you and your opponent are. Here are a few examples:

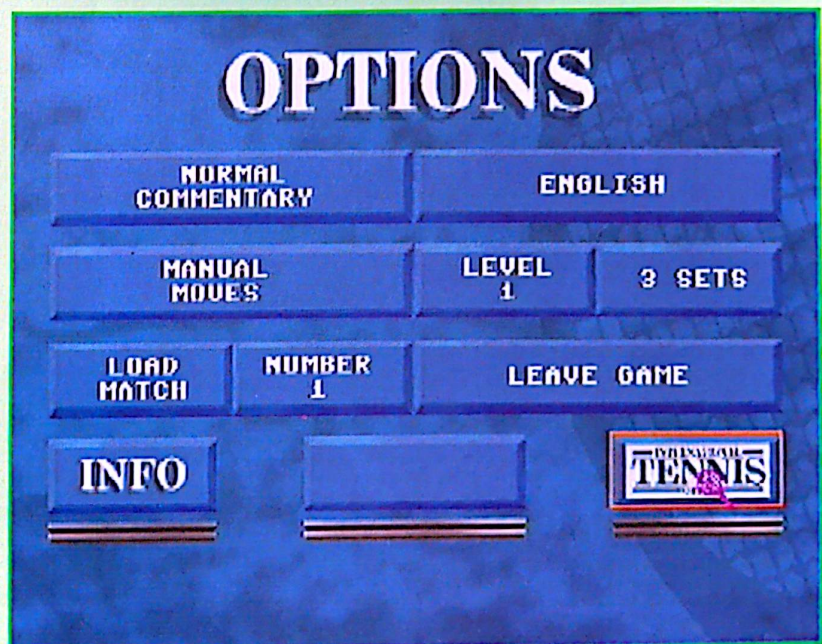
Right: choose one of three surfaces - cement, clay or grass. Cement is easiest because on clay the ball bounces higher and slows down, while on grass it keeps low and fast



Right: a nice touch while on court is that the umpires are true to their nationality and read out scores in their own language, such as French or English



Right: the options screen allows you to choose the number of sets you play, alter your control method, save or leave a game and switch off the commentary



CELEBRITY REVIEW



WHEN YOU ARE ON THE BASELINE

Pressing button 1 will produce a fast return. Push left or right to push the ball to either side. Push up to send it to your opponent's baseline, pull back to send it to the forecourt.

Pressing button 2 is a bit more complicated. Right and left still work the same way, but if you push up you'll do a slice to your opponent's baseline. If you pull back and your opponent is at the net, you'll do a lob. If your opponent is anywhere else, you'll do a wimpy slice which nine times out of ten will end up in the net.

Unfortunately, this is one of the game's drawbacks. Say your opponent is at the net. You think "I've got him here", you pull back and press button 2 to lob him. However, in the meantime he's scuttled back towards the baseline, the computer reads this and makes you do a wimpy slice into the net. I would have preferred control over every type of shot.

WHEN YOU ARE AT THE NET

Pressing button 1 does a fast volley in the direction you press the joypad. Pressing button 2 does a delicate drop volley which lands just over the net. A very difficult shot to time properly, but devastating if you manage to pull it off.

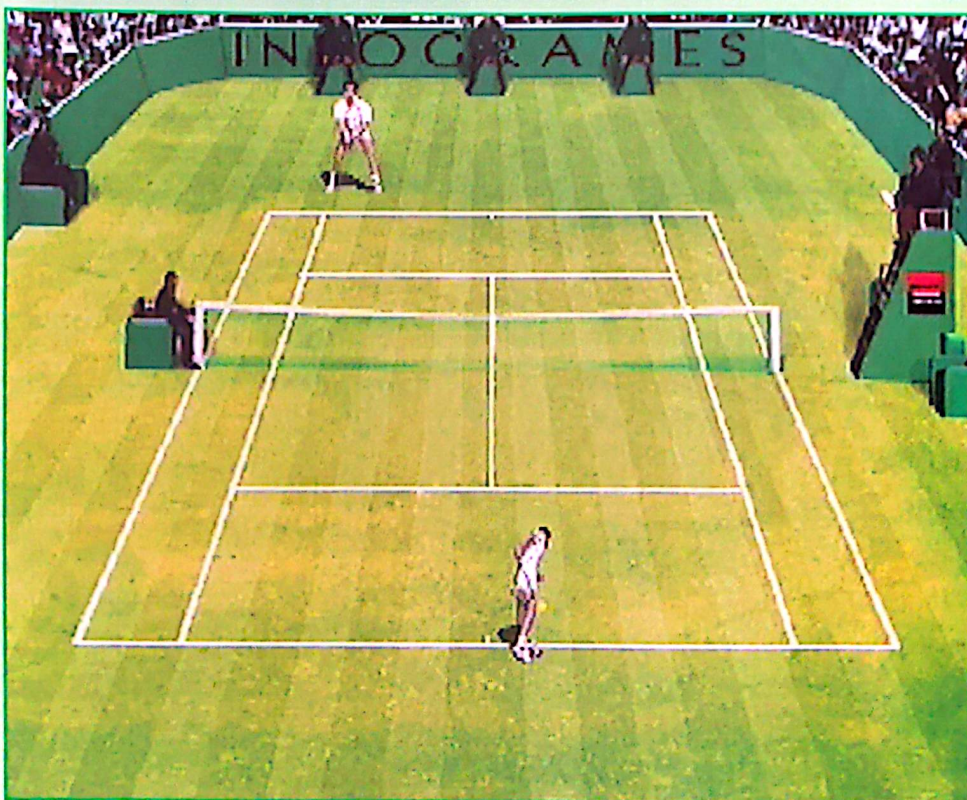
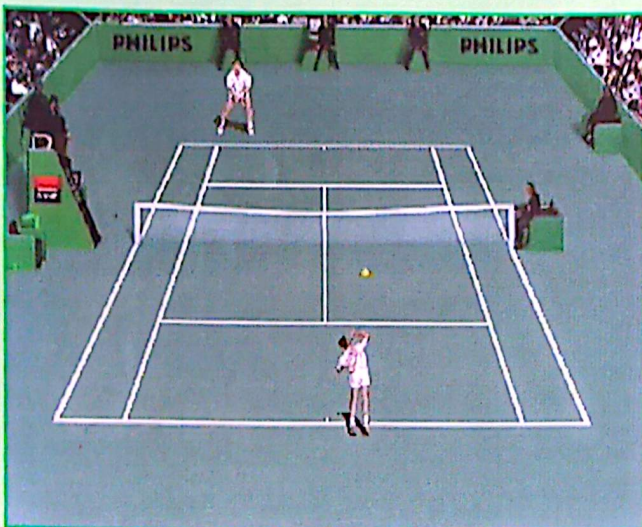
IF YOU ARE AT THE NET AND YOUR OPPONENT LOBS YOU

Pressing button 1 does a fast smash, pressing button 2 does a slower, looping smash. Well, that's the controls. Quite simple when you know how.

THE BAD NEWS

You may think, up until now, that this game is pretty impressive. Unfortunately, I've omitted one tiny detail which spoils what would otherwise be a near perfect game.

Basically, if you play it in fully manual mode, it's so hard it's nigh on unplayable. This is no fault of the game at all, the control system is brilliant. The fault lies with the CDi joystick, which



Left, top to bottom: Dominik shows how it's done by pushing those knobs and twiddling his toggle. When you are serving, remember to press button 1 and when the cross appears in your opponent's forecourt, press button 1 again. The cross will turn to red if the shot is going out, and will stay yellow if it is in. On the baseline, press button 1 to produce a fast return. Push the toggle left or right to move the ball to either side and push it up to send it to your opponent's baseline. Pull it back to send it to the forecourt.

Above: see your opponent take time out on TV. Is he on the run?

is definitely the worst game control device ever invented.

The design is all wrong for this type of game. The buttons are placed rather stupidly, and the thumbstick is a terrible idea. You cannot control your player's movements, which means (A) it is difficult to get in the right position to hit the return and (B) when you do, it's too late to put any direction on it.

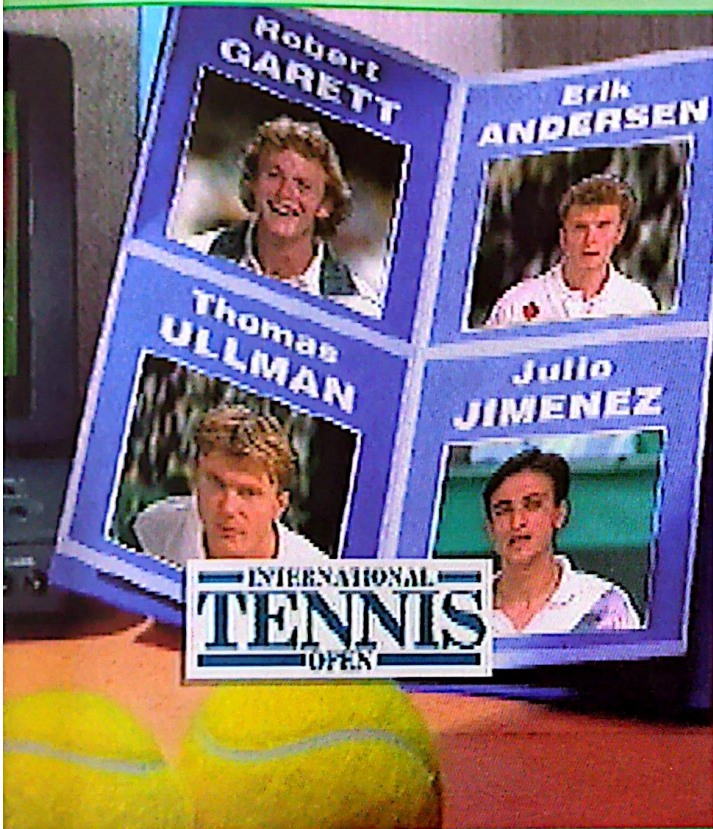
This is tragic for a game like this. Now, I am very, very good at games like this, and I was struggling to get a game off the weakest opponent. Therefore, the game is only really playable if you let the computer control the movements and you concentrate on the shots. But this makes the game incredibly easy. For exam-

ple, I entered the London tournament and won it on my first attempt, beating the number one seed, Robert Garret, 6-3, 6-0.

Please, please, please can someone make a console-style joypad or arcade stick for the CDi. If they did, this game would be as good as almost any console tennis game. (Philips is working on a new joypad for CDi which will be available in September for £20 - see below).

The only other criticism is the lack of a two player option. Fairly obvious this one, but once you've beaten all the computer opponents, what do you do?

A game is not a game unless you can beat your mate at it, that's why sports games are my favourite.



THE JOYSTICK DILEMMA

Dominik clearly didn't like the CDi remote controller, so we spoke to the chaps at Philips to find out if they were planning to do anything about it. This is what Duncan Farley, Philips' UK hardware marketing manager, had to say:

"We did feature a joystick control in our early catalogue but this was withdrawn because it wasn't the ideal control for CDi games titles. We are developing a Sega/Nintendo type joypad control which will go into production shortly and will be available in September for £20. It incorporates a joypad which works using thumb pressure and you can also slot in a traditional joystick.

We have always had the children's roller controller available (cost £50) and we also offer a tracker ball and a mouse. These are now available directly from your local CDi dealer. The tracker ball and mouse will improve gameplay, but are not specifically intended as games controls."

VERDICT

GRAPHICS

The graphics are stunning, simple as that. No other machine can handle visuals like this. Not the Super Nintendo, not the Sega Mega Drive, nor any of the other CD formats: CDTV, Mega CD or even PC CD-ROM. Believe me, I've seen all their woeful attempts. The full motion video intros are amazing. The court backdrops are perfect, especially the clay court, with its gorgeous textures. On grass courts, however, the ball does not stand out too well. The players' animation is great too, but it's a bit of a downer that all of the players look the same on court. But I'm merely quibbling here and I would give the graphics 9/10.

90%

SOUND

Again, high on faultless. In-game FX are some of the best I've heard, with lovely resounding thwacks when you hit the ball, grunts from the players when they do the smashes, but this game goes one step further with its attention to detail.

For example, the more spectacular the rally, the more the crowd cheers at the end and if you hit the ball a bit late, you actually hear it hitting that horrible combination of "string and racket edge" that you dread when you're trying a cross court topspin shot. The commentary is limited, but not that bad. 9.5/10.

95%

GAMEPLAY

Like I've said, the control method is great apart from the computer selecting whether to lob or slice, which causes problems. Apart from that, it's roughly the same as Super Tennis on the Super Nintendo, which remains the best tennis game to date. The control options are perfectly graded for all levels of player, but the whole thing is marred by the standard CDi joystick. With a console joypad, I would have awarded 8 or 9. As it is, I'll give 5/10.

50%

EASE OF USE

Clear options in abundance, great intro sequences, easiest control options mean that anyone can enjoy this - even if they are rubbish games players. In short, pretty much spot on. 9.5/10.

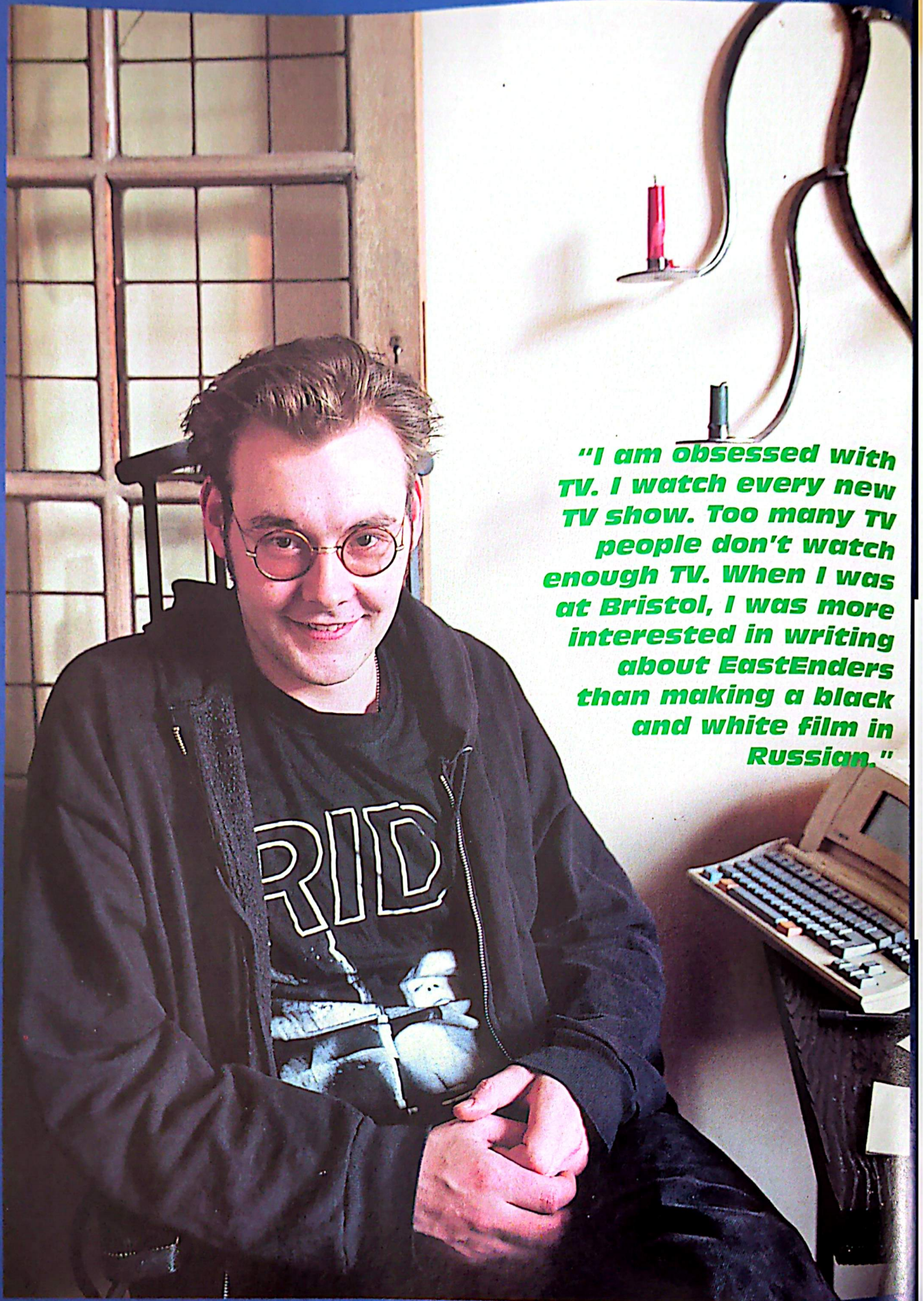
95%

OVERALL

My fears were unfounded. This game proves that, with the right programmers, CDi can come up with games you can actually play. Not only that, once someone makes a decent control pad, they will produce games which will blow away any other machine - whether disc, cartridge or CD based. I've seen nearly 20 CDi titles, and this is by far the most groundbreaking and significant so far, and by far the best reason to buy CDi for me.

This is the future of sports games - but please get that control pad situation sorted out, and put in a two player option, even if it means losing some of the full motion video. They're the only two faults I can pick with this game. Overall 8/10.

80%



"I am obsessed with TV. I watch every new TV show. Too many TV people don't watch enough TV. When I was at Bristol, I was more interested in writing about EastEnders than making a black and white film in Russian."

DOMINIK WHO??

AC When did you first become interested in computer games?

DD I've been mad about games since I was ten. In fact, it all started when my mum went out to buy a high powered word processor and came back with a Spectrum ZX. Within two weeks we had nearly 1,000 games, but the machine blew up after a while.

AC How did you get into TV?

DD I did film and TV studies as part of my drama course at Bristol University. When I left Bristol last year I applied for a job as a presenter on The Word on Channel 4. I was one of the final 16 candidates, but didn't get the job. But later I was recommended for Gamesmaster because they wanted an unknown presenter.

AC What about your slot on the Steve Wright show?

DD I was approached to give a speech to the Radio Academy about how video games are taking over from music. The deputy head of Radio One was there and asked if we could get together. I wanted to do something with Steve Wright because I think his show is the best. So that's how it all started.

AC What do you do with your spare time other than playing games?

DD Unfortunately, I don't have any spare time. Most of it is taken up reviewing games. I won't review a game unless I've played it for at least an hour. But I do have a comic collection worth £7,000 and when I want to avoid doing something I'll get really boring and start indexing my comics! Oh, and at least once a month I will go out with a group of friends and get blind drunk.

AC What are your favourite console and computer games?

Dominik Diamond, 23, left university last year and now hosts Gamesmaster, Channel 4's popular games series. He takes time out of his hectic schedule to talk to Andy Clough



DD Sensible Soccer on Amiga and Star Wars X Wing on PC are both excellent. Generally sports games are my favourite - platform games bore me.

AC Have you ever used CDi on Gamesmaster?

DD Yes, we did a challenge with the Palm Springs Open Golf, but it was quite difficult. We looked at CyberCity and Power Hitter, but they were not good enough.

AC Will you use CDi on the show again?

DD We will consider using it again if we can put together a good challenge on CDi titles. It is very telegenic

because the graphics look great. And we will review new CDi titles.

AC Did you always want to be a TV presenter?

DD Oh yes. It would be too horrific to contemplate anything else, and I am obsessed with TV. I watch every new TV show. Too many TV people don't watch enough TV. When I was at Bristol I was more interested in writing about East Enders than making a black and white film in Russian. I chose to study drama because I reckoned as an actor or TV presenter I could make a lot of money and sleep with loads of women you couldn't normally get to sleep

with. But I got a steady girlfriend about three years ago, so that put paid to that!

AC Didn't you used to be a comedian?

DD Yes, I did a lot of stand-up comedy at Bristol and made a bit of money from my own comedy club. It is the most horrendously difficult way of making a living. I really admire people who do it. Presenting on TV is a doddle in comparison.

AC Do you still get nervous when you are presenting a show?

DD Not really on the recorded shows, but Gamesmaster Live was a bit nerve racking. But it was so much more fun because I didn't have to soft soap the kids. I could pull the cocky kids down a peg or two. And if they were rubbish at playing, I could throw them off!

AC Is Dominik Diamond your real name?

DD Yes.

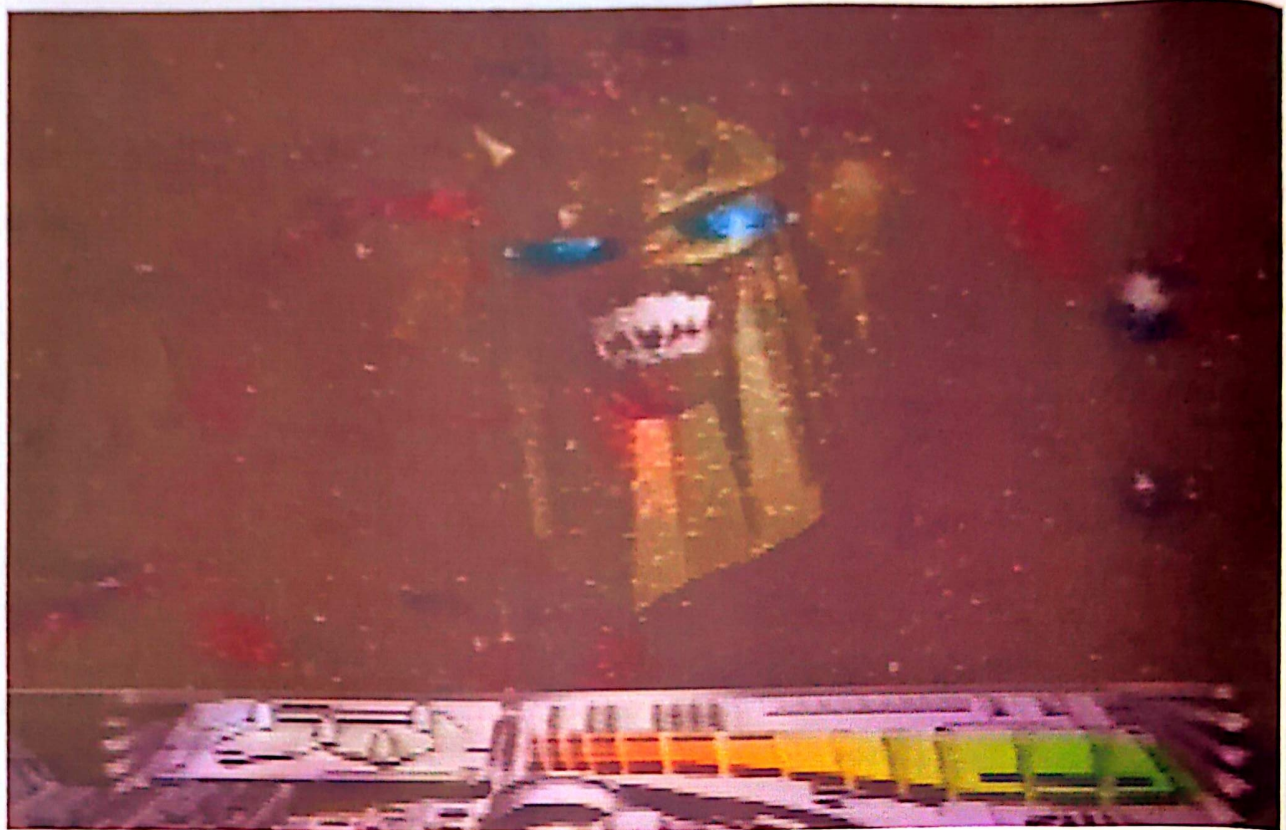
AC Are the rest of your family keen games players?

DD Yes. I have given my brothers a system each. Michael has Nintendo and Connor a Mega Drive. Michael is a superb games player. And my sister plays a bit too.

AC What other titles are you looking forward to seeing on CDi?

DD I understand Virgin Games has licensed Philips to produce 7th Guest on the CDi system which should be excellent as it will have full motion video. And Striker from Rage Software is good, so that should be interesting on CDi too.

You can see more of Dominik in the next series of his show, Gamesmaster - to be broadcast in the autumn.



VIVE LA REVOLUTION

Francis Jago visits Infogrames, the French software house that developed International Tennis Open

It must be hard for Philips. They produce one of the most impressive pieces of technology of the past five years, combining CD and interaction into a truly innovative machine, then have to wait and see if the software will ever do justice to the machine.

Since the machine's launch there has been a steady trickle of good, but not inspirational, software available. Excellent informative guides, fun interactive teaching tools, and some pretty average games.

Yes, I am another one who really does see the CDi as a games machine. Sure, it is the only games machine that can give you a full on-screen encyclopaedia, but it has the technol-

ogy to be the best games machine around. Anyone who has played Sega's much-vaunted Mega CD will immediately see the CDi is in a different league.

The problem in all this is that of all the different types of software for the CDi, games should make more of all the features, and consequently take a great deal more programming, money, and time to develop.

Things started to look up, however, with the launch of International Tennis Open. Released by Philips this month, it really is a great game. Fantastic graphics, good gameplay, and lovely inserts of sound, video and the like - just the sort of game to show how good CDi

is. What bodes well for the future is that Tennis was not produced as a one-off by Philips, but rather it is the beginning of a series of titles being produced by a French software house, Infogrames.

Based in Lyons, France, Infogrames has been programming games for years, ranging from action adventures for the Commodore 64, to more elaborate stuff for the Amiga.

To find out more about the company that John Hawkins, Philips' head of CDi, called "the best developer of CDi software in Europe", we travelled to Lyons to take a sneak preview of the software that will soon be hitting your local dealer.

The first thing that hits you

when you meet anyone from Infogrames is how seriously they are taking the concept of interactivity. Sure, the CDi machine has the potential for games, but what is most important is that you make the most of the machine's interactivity. With this in mind, they have got a series of releases set for 1993/4 that should convince any doubters that the CDi system is the system for all-round entertainment.

Not surprisingly, due to its location, one of the first characters licensed by Infogrames was Asterix, and it is already well on the way to producing a game with cartoon animation the like of which I have never seen.

The little Gaul, together with his fat friend Obelix, are beauti-

fully drawn, all by hand, prior to being scanned and coloured for the CDi. What is most noticeable, however, is that the characters are not just tiny multi-coloured blobs - they are four inch high cartoons, which could just as easily have come from a comic, were it not for the fact that you can control them with your joystick.

Infogrames spends an average FF3m (about £350,000) developing each product, and it really shows. From the incredible depth of the games (the mathematical calculations alone for International Tennis Open make up a 250 page document) to the backgrounds for each scene, Infogrames is obviously not going to put its good name at risk by releasing software that won't wow the market.

The next game that Infogrames showed me was a little more famous. Anyone who has spent more than five minutes researching the CDi market will have heard people talking in hushed tones about a 3D wire line shoot-em-up called Mystery of Kether.

Well, I've seen it being played, and if the finished game is only half as good as the preview I saw, it will be the best CDi game by miles, and certainly the best 3D game ever. It's hard to explain without getting deeply technical what exactly is so clever, but essentially, you are flying a spaceship (your view is from above and behind) with the object of shooting everything that moves.

Now imagine that the screen is filled with 3D objects; walls, tunnels, buildings, not to mention a host of baddies all determined to make your life as miserable as possible.

Not only are all these objects 3D, they are also filled, coloured and animated so smoothly, you'll think your local arcade machines are a tad on the slow side.

Not content with Asterix and Kether, Infogrames has been busying itself with other CDi projects to make sure that it keeps ahead of the software game. The next project after Mystery of Kether looks likely to be an animated adventure, possibly based on a Marco Polo film tie-in. I also saw an animated demo done on the CDi system, showing just how clever Infogrames is, that looks as if it came straight out of Tomorrow's World.

The final demonstration I was given will be one of the most interesting to anyone waiting with bated breath for full motion

video. Infogrames not only had video of FMV, it had a real, working cartridge. The box, about the size of a Dick Francis novel, simply slots into the back of any CDi player and not only gives the machine the ability to play films and videos, but also an extra megabyte of memory to allow programmers to add even more features.

If you have seen the neat bits of video in games such as Tennis, and expect the real thing to be equally poor in terms of quality, think again. FMV is amazing. The demo disc had six different offerings on it, varying from a skiing scene with INXS music in the background, to the Dire Straits 'Money for Nothing' video.

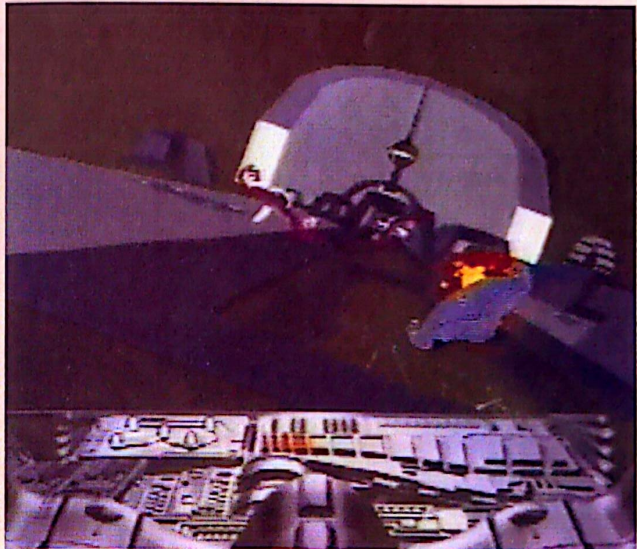
All of the FMV demos were perfectly clear and with CD quality sound, that alone should be enough to see a stampede when they finally go on sale in the UK at the end of September.

What is really clever, though, is that you can edit all the videos. Fade a bit in here, zoom in there, and generally behave as if you are a TV director, with real footage. Believe me, if you need convincing that CDi is the technology of tomorrow as well as today, Infogrames and FMV present a fantastic case. ●

Thanks to all at Infogrames for the help with this article, particularly the ever-patient Christelle Gesler, whose English is much better than my French! All screen pictures are from a SECAM video, so the quality is diminished from the real thing. We'll be reviewing the games as soon as we possibly can.



Far left and below: Kether - one of the finest 3D games yet for a home entertainment system. Above: an early screen from Asterix the Gaul. Bottom: one of the many detailed backdrops drawn at Infogrames



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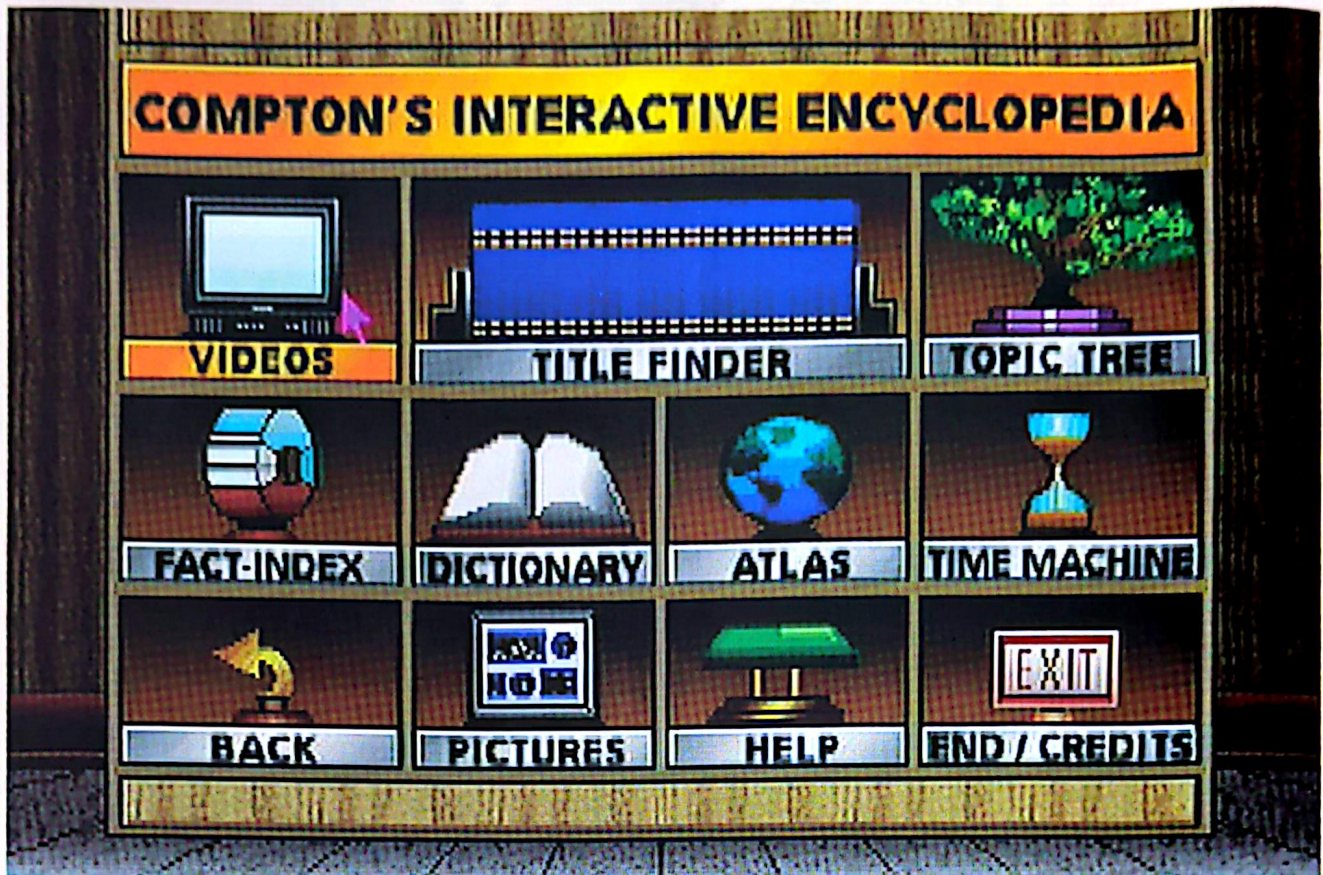
VE ENCYCLOPEDIA i AT COMET.



SHOWN ABOVE A SELECTION OF CD-I SOFTWARE
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COMET

YOU KNOW WHERE TO COME.



TIME MACHINE

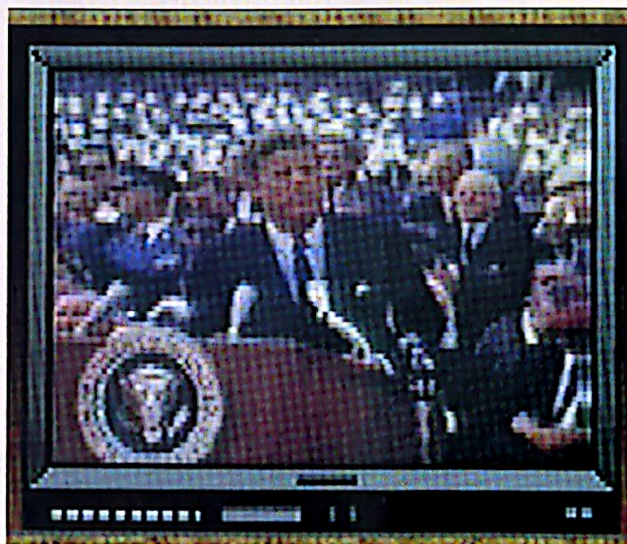
Many of us have been offered the chance to buy a gleaming edition of the Encyclopaedia Britannica for our bookcase at home, but even if you have one, how often do you use it?

Those leather-clad volumes may look impressive, but probably spend more time being dusted than read.

So if the thought of yet another encyclopaedia bores you rigid, just stay with us for a minute or two.

If you could explore everything in the encyclopaedia on your TV screen, travel through the centuries in a Time Machine and watch world events unfold on a series of video clips, would that be more enticing?

Compton's Interactive Encyclopedia offers precisely these possibilities. It contains the entire 26 volumes of the printed version on a single CD. There are 5,200 long articles, 32,000 short articles, thousands of pictures and dozens of video clips. You can watch Neil Armstrong make the first landing



Journey back through time to explore the past, or roam the planet using your own interactive atlas with Compton's Interactive Encyclopedia

on the moon, or see footage from the First World War. You even get Webster's Intermediate Dictionary thrown in for good measure. As Philips are now giving Compton's away free when you buy its CDi player, we thought we'd review it.

The fundamental difference between this and printed encyclopaedias is that you can call up information at the touch of a button on your television screen. CDi technology makes the disc very simple to use, and means everything is cross-referenced so you can jump from one section to another. Few users will have problems finding their way around and it is very easy to go back to a previous screen or return to the main menu.

One nine year old we showed the system to said she found Compton's more fun than a book because the CDi version has pictures, video and music as well as written words.

The main menu lets you explore the disc in a variety of ways. You can browse through the video or picture galleries; travel through a Time Machine; or simply call up a particular topic from the Topic Tree. The

video gallery contains more than 30 clips and although the pictures aren't full motion video, they're not too bad. They include a NASA rocket taking off and a volcano erupting.

The best part of this disc is the World Atlas. This enables you to find information on more than 1,000 places in the world by typing in the name of the place on another electronic keyboard. Type in New York, for example, and the screen will zoom in on the east coast of the United States and show you where the city is in relation to others in the area. If you then click on New York on the map, a whole stream of information on the city will come up on screen. A menu allows you to pick and choose what you want to know. Clever.

The Time Machine is terrific fun. It puts you on the bridge of a space craft which zooms backwards and forwards in time. The animations and sound effects are good, and you can stop the machine to look up articles on a particular time period. These allow you to explore the political, social or scientific events of that time and is a very neat way of getting around.

If you would rather take a more traditional approach to your information gathering, a topic menu lists 22 subjects - including art, science, history and geography - to choose from. A faster way to find an item of interest is to use the Title Finder. This is an "electronic keyboard" and you move the screen cursor over the keypads and press the action button on the remote handset to type out the name of your subject. A list of related articles then appears on the top of the keyboard and you simply click on the one you want.

One snag is that the disc is designed for the US market and so it will not recognise words in British English. For instance, type the word "colour" and no articles appear. Use "color" and you will suddenly find several related articles.

This problem also applies to the dictionary. But it does give you alternative spellings once you find the US version.

The process of having to click on each letter on the Qwerty keyboard is a bit slow and cumbersome - those used to typing normally tend to reach for the screen and want to touch-type on the keyboard itself.

If you want information on a specific item, such as the name of an animal, place or historical event, there is also a Fact Finder

Right: use the Title Finder keyboard to type in the first few letters of an item. It will then appear on screen. Click on the item required, and further information is displayed. Pictures and video clips can be easily accessed as well when required

which contains shorter articles. The shorter articles are easier to read because only around ten lines of text are displayed on screen at any one time. For longer items, you have to scroll through the text, although you can speed it up. Pictures or video sequences can be accessed immediately by clicking on them.

One gripe is that it's not much fun reading lots of text on a television screen and it would be nice if you could print it out. Overall, we think it would have been better if the developers had cut down the amount of text and used the extra disc space for more videos or graphics.

As with most current CDi titles, Compton's relies enormously on still pictures and text and this can be a little dull for an audience brought up on live television and film. The video clips are particularly frustrating, as they only occupy a small amount of the screen and the rest is just a dull picture of a living room shelving unit in the background. When you are used to seeing full-screen pictures on television, anything less is a let down.

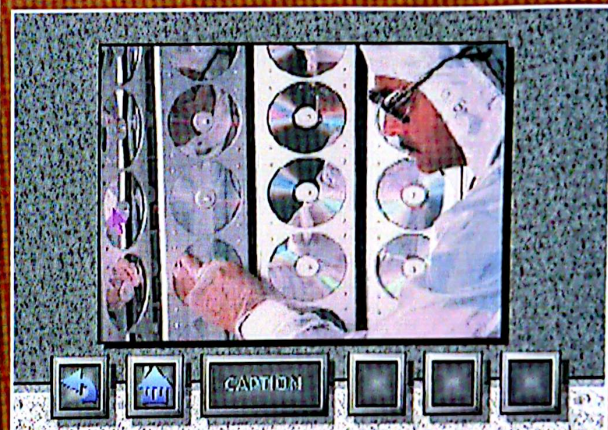
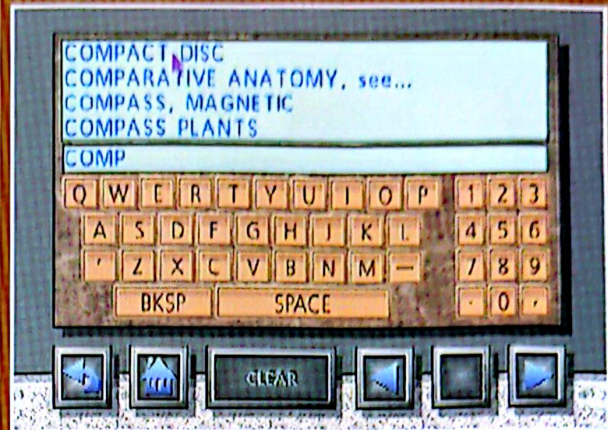
That said, Compton's Interactive Encyclopedia offers a rich collection of information and is quick and easy to use. As an electronic book, it's great.

But like many other CDi titles, it desperately needs full motion video. We are used to seeing moving pictures on our television screens, and anything less seems a little stilted. If the producers could be persuaded to bring out an FMV version, it would be great.

These criticisms apart, Compton's is still a clever piece of software and makes a very attractive package as it is currently bundled with the Philips CDi player for free. Why not save £200 and buy the player now?

Rating: 7/10
Cost: £200
(or free when you buy a CDi player)
Available: Now

STEP BY STEP



CDi RAC



Who better to test the latest in motor racing games for CDi than than Ligier star Martin Brundle? Martin took a CDi home and played Video Speedway. Was it all it was cracked up to be?

Overall, I have to say that the game was not good. For each of the three types of race, the inside of the cars is the same, which is disappointing. You get no feedback when you are racing the cars. The control input is nothing like driving a real racing car. You can't dab the throttle, slide the car and there isn't enough steering lock using the remote toggle. Basically, it is no fun driving the car. It feels like one of the very early computer games.

The biggest problem is that the controls are very slow to react. There is a delay at the beginning of the race between you pressing the accelerator button and the car beginning to move, which is very frustrating. If you come off the track, it is hard to

get back on it - there just isn't enough steering lock. The squealing and thumping noises the car makes when going round corners are good, but it is very difficult to keep up with the other cars on the track. If you do catch up with them, you tend to run into the back of them and crash because they appear so quickly.

At one point, I got so fed up trying to keep the kart on the track that I stopped and waited for the others to lap me! One clever thing is that you see the karts coming up behind in your rear view mirror.

Changing gear wasn't too bad, although you have to use the same toggle you steer with, but I soon

got used to that. You can't flick up and down the gears as you would normally, but you can watch the rev counter in your peripheral vision just like in my own racing car, which is good.

I tried using the kids' roller controller, but it makes turning difficult. The trouble is, if you stop turning the roller, the steering automatically straightens up. For steering, the remote control is better.

The video clips which you get in the pit are interesting, but the mechanics were always having a go at you. I changed the car's set up a number of times, but it didn't seem to make much difference.

In the end, I finished last in every race. If you're interested in motor racing, and know about it, this game was pretty naff.

ANOTHER VIEW

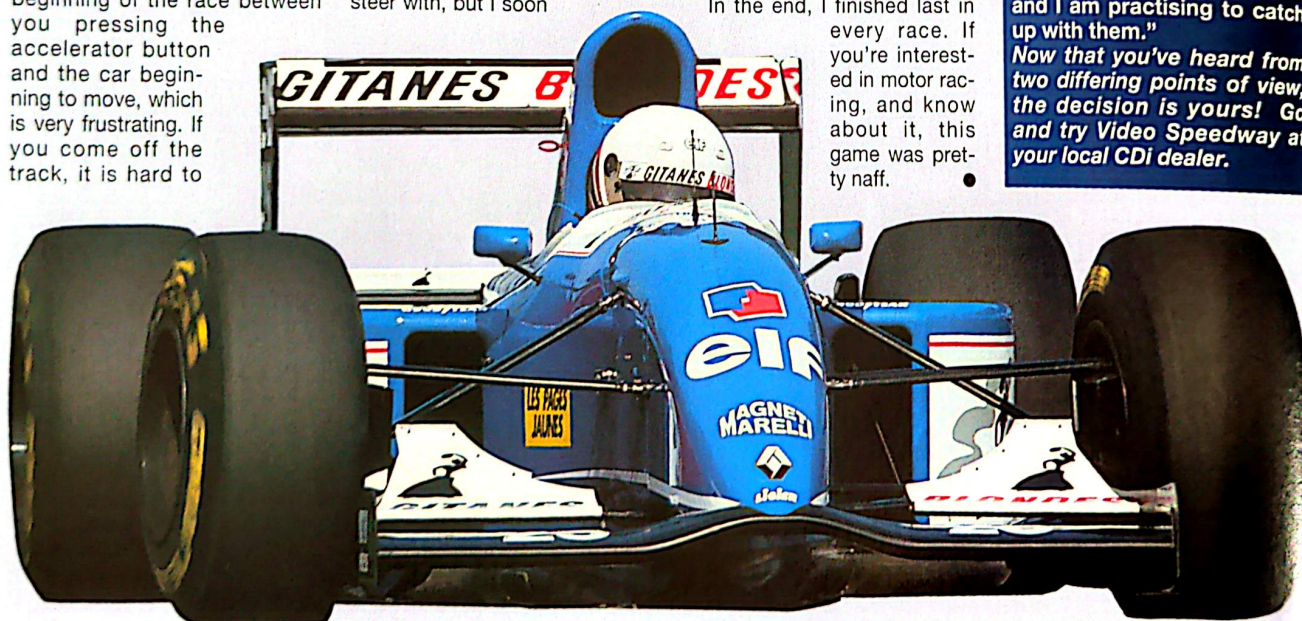
Ok, so Martin Brundle didn't rate the game. We asked eight-year-old Bethany Cuniffe to give us her view. "I like the Video Speedway - when I first played it, it was easy to understand because the instructions from the man when I went to the help menu were easy to follow. The other thing that is good is that you can start practising with go-karts with automatic gears before you start racing.

The car is driven by the thumbstick and the number 1 button is the accelerator with the number 2 button the brake. When you are driving the car the graphics are brilliant and the sound is great. When you crash at the end of each race, you get real pictures.

The game gets harder as you finish more races. I am now reaching Formula 3000 where I get lots of advice from the man in the pits and I can choose to buy more speed and more parts.

My elder brother and his friends are racing Formula 1 where it gets very difficult and I am practising to catch up with them."

Now that you've heard from two differing points of view, the decision is yours! Go and try Video Speedway at your local CDi dealer.



ER

PLAYING TIPS

● Take your pick of ten different tracks: Monaco, London, Paris, Geneva, Daytona, Denver, New York, Malibu, San Francisco, Phoenix.

● Choose between Kart Race on tracks one to three at speeds up to 150 mph, Formula 3000 on tracks four to six at up to 225 mph and Formula 1 on tracks seven to ten at up to 300 mph.

● Recommend beginners start on kart race. Choose auto gear change as manual is quite difficult to use with remote control. Practice lap allows you to do any number of laps on any track. "How to play" gives details of game.

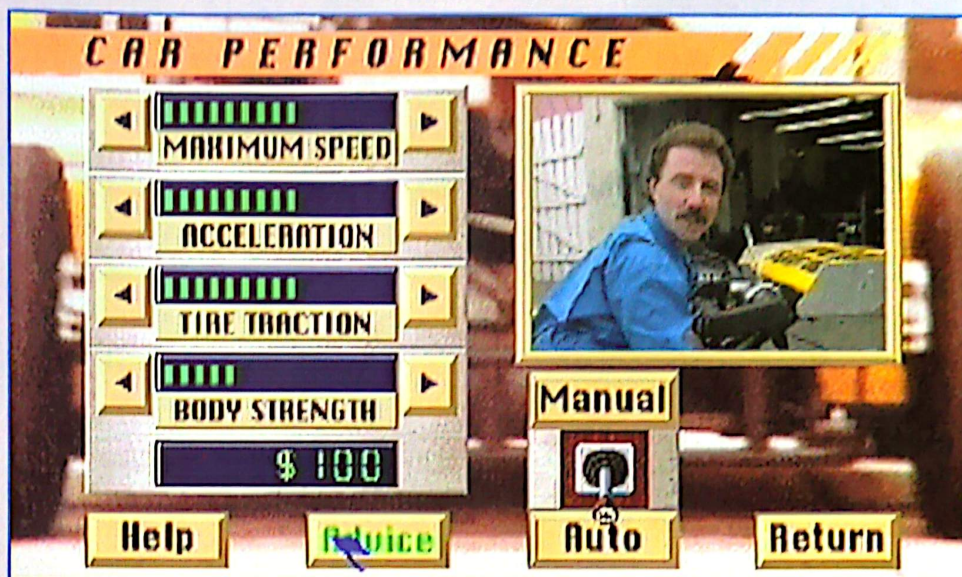
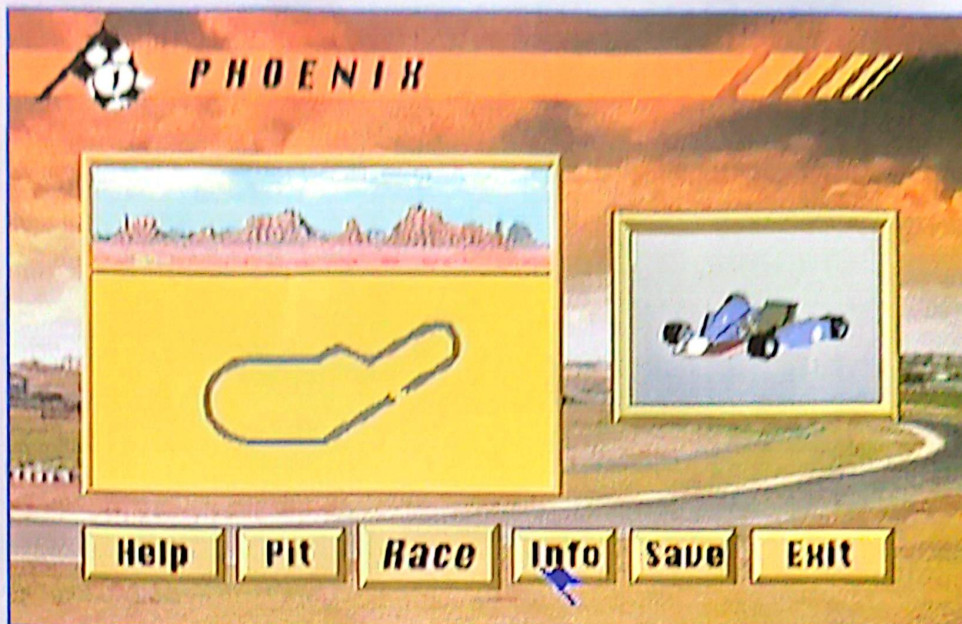
● To start race: once you have chosen type of race and track, choose number of players and helmet colour for each one. You will then see a menu at the bottom of the screen which says Help/ Pit/ Race/ Info/ Save/ Exit.

● Help: tells you what each of the screen icons does.

● Pit: takes you into the pit where you can alter the dynamics of your car. For example, you can "buy" more speed, acceleration, traction or body strength. If you reduce one item then you will be credited with a sum in dollars so that you can "buy" more acceleration, traction or speed. If you are unsure what to do, click on the Advice icon. A mechanic will then appear and tell you what to do.

● Info: gives you details about the track and potential hazards.

Top right: choose a track to satisfy your skills. Middle: a friendly mechanic will help you prepare your car. Bottom: keep an eye on your speed and the competition



INCA



Hmmm, where to begin. You are the last surviving Inca. To save your race you must journey across space, battling enemies and collecting special powers on the way. Or at least I think that's right. This pre-release demonstration worm had a French introduction and guidelines (Why? Because it's a French game of course). Not the easiest way to start when you're battling to save a whole race!

But on with the game. Part shoot 'em up, part role play, Inca is varied and interesting, the graphics are knock out and the music suitably ethnic (any chance of a hit single?). It should be a winning combination. The gameplay is potentially fun. Whether you're dodging asteroids, racing enemy fighters or own a Star Wars style "Death

Star" canyon or trying to work out how to get out of an impossible labyrinth (even with a map I was stymied!), Inca keeps the variety coming.

Some of the puzzles are a tad tricky, so some help there wouldn't go amiss, and the shooting in the canyon has to be spot on. Just one stage later, however, the video opponents in the labyrinth seem hardly to scratch you as you blast them into nothingness one by one. It's also very easy to get totally stuck, so a much better "help" facility in the final version is an urgent priority. But maybe that's the challenge; go away, think about it, punch a hole in the wall and return refreshed.

At this point I should make clear that I was reviewing an early prototype disc which inevitably had a couple of bugs. The boffins at Philips say these



Top: this wise old turkey in the crystal ball sends you on your mission across space, but a little more guidance from him wouldn't go amiss

have been ironed out in the final version which hits the streets in July. They had better be right. This game has lots of potential, but is let down by some serious flaws which must be rectified if it is to succeed.

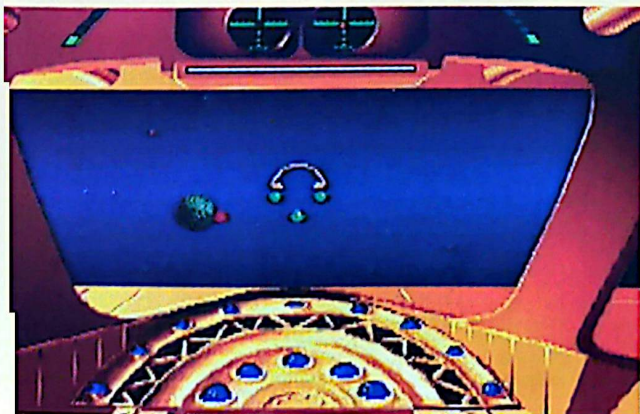
So I'll indulge in a little constructive criticism so the French software company, Coktel Vision, that has developed the title can burn the midnight oil to put things right.

For starters, there are so many irritating pauses while the computer boots up a new stage that every minute of gameplay feels like it takes an hour to get to. There are too many slow fades to black, and more wise old men around than you can

shake a stick at. Worst of all, there's no way of skipping these introductions and links. Every time you play you see the same sequence, time after time after time... you get the message. So try and speed things up, chaps.

When we get hold of a finished version of Inca, we'll review it again in the next issue of CDI Magazine. The potential is there, but this disc still needs some serious work. And once Philips has produced a decent joystick controller, playing it should be easier too.

Rating:	6/10
Cost:	£34.99
Available:	July



Well here it is: the first no holds barred shoot 'em up for CDi. No edutainment. No rosey full motion video. No point and click adventuring. Just a vertically scrolling blaster with virtually no scenario whatsoever ("Hordes of monsters are advancing through the Alien Gate with one objective in mind - the destruction of your world! Only you can ward off this danger..." er, that's it).

This is as simple as it gets. The entirely computer generated visuals are smooth but rather bland. The backdrops are a sort of desert affair complete with surreal faces in the sand and oversized frogs. There is only one fire button - although there are some primitive power-ups in the shape of shields and minor weapons enhancements. There are no traditional end-of-level bosses, though.

The gameplay goes something like this. Press start, thirty

second delay while level one is "loaded". In the meantime you look at a humongously boring screen which says something pithy like "Level One. The Birds". You then attempt to kill all the birds after which you collect a few bonuses and wait another thirty seconds for level two to boot up during which you can entertain yourself perusing the next screen with something yawn inspiring like "Level Two. The Scythes." And so it goes on until death do you part, or you unplug the machine, whichever comes sooner.

You might have gathered from all this that I didn't rate Alien Gate. Or, as a reviewer for Mean Machines might put it: "Alien Gate is nob". Well not quite. The action - although simple - is very, very fast; the collision detection (always a concern in frantic shoot 'em ups like this) is spot on, and the difficulty level would shame 99.9 per cent of all Mega Drive games.

No, my big gripe is that Alien Gate could have been so much



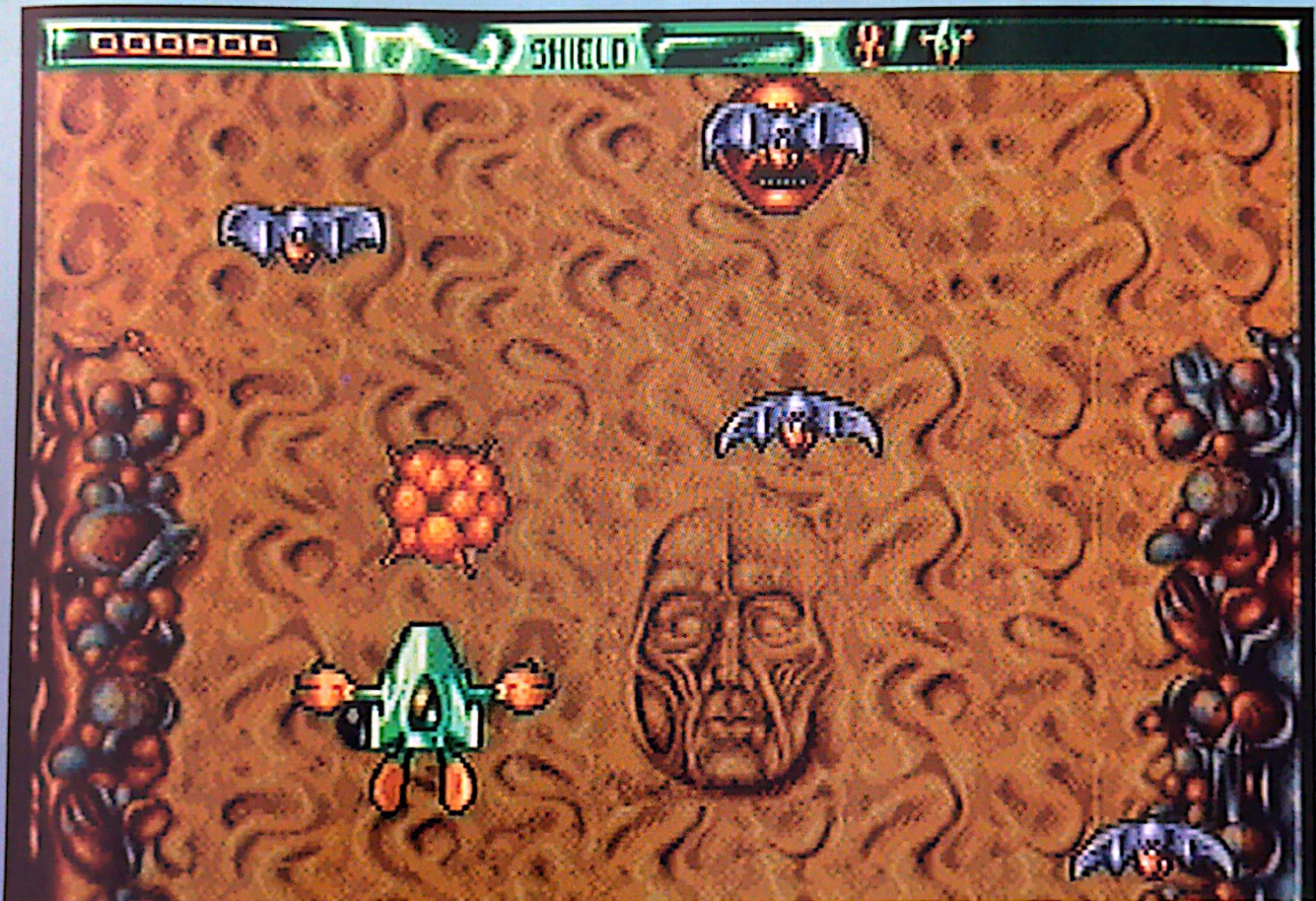
Action is very fast and the difficulty level would shame 99.9 per cent of all Mega Drive games; but Alien Gate should have been much better

better if the programmers had spent just a little more time at their desks. The lack of a continue feature is enormously irritating, for instance. And although there is some variety in the gameplay (the worms on level three seem to have escaped from the old Atari blaster Centipede, for instance) the absence of bosses and the chapter-like division of stages begins to wear heavily

after a while.

That said, after a day's play I only managed to reach level five, so the whole game could improve dramatically over the following 19 levels. I wouldn't bet on it, though.

Rating:	4/10
Cost:	£19.99
Available:	Now



ALIEN GATE

GOLF

The sun is shining, the wind blows a cooling breeze across your face as you stand ready to putt at the eighteenth hole. The crowd holds its breath expectantly. You size up the green, checking the distance, the lie of the land. Finally, you're ready. Draw back the club, strike the ball...and it's in. Congratulations, that's a staggering thirty shots better than the last round!

If all this sounds a bit far fetched for a computer game, think again. This CDi Palm Springs Open golf game has all the skill of the real thing. Using actual images of 18 of the world's most famous and challenging holes, and video footage of a real player, Palm Springs Open is as good as being there.

And where the pictures lead, the soundtrack follows. There's a truly satisfying "thwack" as you hit the ball, and the rattle as it goes down a hole is just as pleasing as it is out in the open.

Add to this the "oohs" and "aahs" of a capacity crowd and we're talking a game that gives you everything you expect from a round of golf. Personally, I could have done without the commentary from the two dreadful experts - who needs to be told you've just made a bum shot when the ball flies into the water? A quick jab of the action button will soon shut them up!

The game is designed for one to four players. The main menu allows you to start the game (play all 18 holes), play just nine

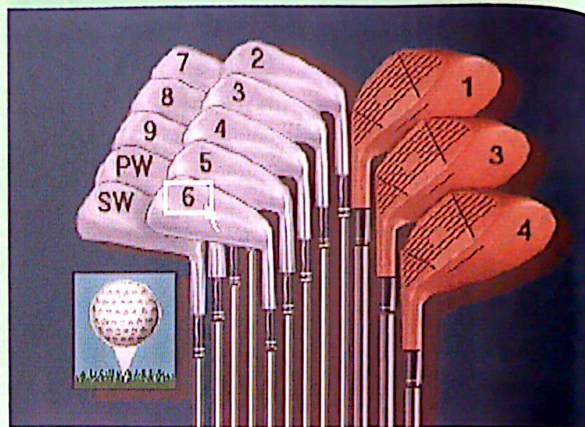


holes or practice on any one hole of your choice.

The most serious omission is that there is no "help" facility incorporated on the disc to explain how to use the on-screen controls, but once you've got them under your belt, you can play for hours.

A word of advice, however. Forget the target par three, four and fives at first, just get round the course.

As you would expect, the holes vary enormously in terms of difficulty. There is everything from straight fairways with an inviting green at the end to "Alcatraz", a green in the middle of a lake. In between, there are



Top: green bar at bottom of screen is hook/slice indicator, white bar denotes power. Press button 1 to activate hook/slice, then press again for power. Middle: choose a club with care, it could get you in deep water. Right: keep an eye on the map



sandpits as big as a desert, mountains and water aplenty. More than enough to keep you struggling to match the par set for the course.

The pace is steady, without ever being fast, but then when was golf ever a game to be rushed? The graphics look excellent, with realistic splashes as you land in the water and wonderful "reaction shots" of the

player as you hit the sand. Frankly, I think he's making a mountain out of a molehill. All you have to do is select the sand wedge and you will soon be out of trouble.

Well, you should be...

Rating:	8/10
Cost:	£39.99
Available:	Now

CYBERCITY

Escape from CyberCity is described on the box as the "ultimate interactive action adventure". That is a tad misleading. To some people that might suggest a spot of role playing strategy leavened by some arcade action. Instead what you get is a fast-paced, blink and you're dead, shoot 'em up title.

The game is reminiscent of the Dragon's Lair-type laser disc games that surfaced briefly in the mid-80s. That is, most of the action runs on predetermined linear tracks, your involvement is down to making the right choice at the right moment (that choice invariably involves shooting something).

The traditional drawback of these games is their lack of interactivity - and that is certainly



ly the case with CyberCity. But there are compensations. The visuals in CyberCity are stunning (they were grafted from two Japanese animé films, Galaxy Express 999 and Adieu Galaxy Express), as is the soundtrack. It makes Sega's Cobra Command for the Mega CD look a steaming pile of cack in comparison. You really do want to progress in the game simply to see - and hear - what happens next.

Unfortunately, doing so is difficult. In fact it's nigh on impossible. CyberCity calls for reflexes that would use up a cat's nine lives in as many seconds. Now, I'm told that some people have actually completed the game (Philips sales reps with nothing

better to do apparently) but that must be because they've learned by rote the location of every baddie or obstacle. Once again the lack of a 'continue' feature almost turns a silk purse of a game into a sow's ear of frustration.

But all the same, hardened games players who fancy a challenge could do a lot worse than CyberCity.

And as an audio-visual experience it is still the benchmark by which other CDi actioners must be judged.

Rating:	6.5/10
Cost:	£34.99
Available:	Now



GO

Go is, apparently, the oldest board game in the world. It is a game of strategy and counter strategy for one or two players and demands a great deal of thought.

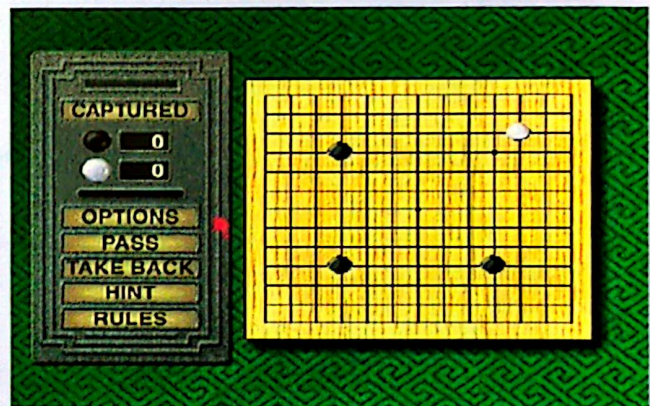
Deceptively simple to start, it is played on a grid-type board, with the object being to control or conquer as much of the board as possible. One player takes black, the other white and each goes in turn. Playing pieces (called "stones", which shows how ancient the game is) are placed at the intersections on the board to form lines around safe areas or to capture an opponent's stones.

Like I said, it sounds deceptively simple and one of the joys of the game is you can start playing after the briefest of glimpses at the fully comprehensive rules. However, if I tell you that it took a decade to develop and refine the programme on which this CDi version is based, you may get some idea how

complicated the game can become. People spend a lifetime becoming masters at this and I can see why. If strategy is your cup of tea there's more than enough here to fill a good few years of rainy afternoons.

But you don't have to be a master to play. The disc gives you several playing options, from novice to master, as well as letting you reduce the board size from 19 x 19 to 13 x 13, or even 9 x 9 for the simplest of games. Personally, I'd start with the 9 x 9 to get the hang of it, especially if you're playing the inscrutable computer. It may be playing a simpler game, but it's still impossible to trick it into your carefully laid traps.

Thankfully, this CDi version has a device all cheats like me crave. It's politely called a 'Hint' facility, but really it's for anyone who wants a hand when they get themselves into trouble (and that's very often at the start, believe me). Select this option and the computer tells you the best possible move. It's an invaluable aid, a bit like having a



master on call when you need it. If only there were a button to get the computer to make a mistake!

While it may not be the most graphically demanding game CDi has to cope with, the overall impression of the disc is a classy package. The elements are all well laid out, with the rules easily accessible whenever you need them. There's a brief history of the game if you're interested and the handy option of storing a game in the memory until you're ready to finish it.

What you're paying for here is that "ten years in development" computer programme. It's not a fast game. It's a game to be thought about, pondered and

then, after all the options have been assessed (and believe me, on the 19 x 19 there are a lot of options), the piece placed. Even with all the power in its memory the computer can still take a while to decide what to do. This is a bit frustrating if you want to get on, but the amount the computer knows about the game is staggering. You'll be hard put to find a better opponent, although personally I like to see the look on the face of my opponent as I trap them into defeat (I wish!).

Rating:	8/10
Cost:	£39.99
Available:	Now

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FAMILY FORTUNES

We put CDi to the ultimate test by letting two families loose on a machine

FAMILY 1

Wendy and Lou Stonebridge and kids, Robert (11) and Tom (8), with their friends Tom Gerlach(11) and Amber Dowell (11), from Teddington, Middlesex (above).

We paid a visit to the Stonebridge family and friends in Teddington to find out how they rated CDi. We lent them a player for a few days

which was set up in the kids' bedroom, and then popped round with a photographer to record their verdicts. This is what they had to say:

Robert: CDi is good, but the controller is hard to use, particularly for some games such as CD Shoot. You need a controller that is wired directly into the machine. I have a Sega MegaDrive. CDi graphics are really good, better than Sega, but gameplay is not as good in games such as Defender of the Crown. For example, you can only move the sword up and

down - you can't make the figure jump. Some of the adult titles, such as Mozart and the Impressionists, are a bit boring. Power Hitter is quite complicated. I would rather get straight



to the game - it needs to be quicker. CDI is fun, but it needs more variety of games with better gameplay.

Favourite games? Power Hitter, Palm Springs Open, Face Kitchen and Caricature Photo CD.

Currently owns: Sega Mega Drive.

Lou: If you are coming to CDI absolutely cold, there are no instructions. For example, the golf game tells you all about Palm Springs but not how to play it. It is not user-friendly for people without a games background. But once you crack it, the golf game is good, especially the bit where you see the ball end up in the water or bunker. Power Hitter is a bit slow - it takes ages before the player makes the hit and you see the result. It needs to be much quicker. If I were to buy it, the price of the player would have to come down. And Philips needs to bring out more and better discs.

Wendy: My reservation about all computer games is that kids might become addicted to them.

But CDI is far superior to Sega/Nintendo, and given the choice and disposable income, I would buy CDI.

Amber: The sound is brilliant, but it needs a figurehead character such as Sonic the Hedgehog or the Mario Brothers.

Tom Gerlach: I played the Alien Gate game and every time I tried to pause, I forgot to point the remote control at the machine, so it didn't work. It needs a better controller.

Tom Stonebridge: I love the eEscape disc - it's wicked! Really great music.

FAMILY 2

Peter, Marion, Gemma (9) and Rory (5) Foubister plus friend Tom Boardley (6), from Hinchley Wood in Surrey

Marion: I think the Compton's Encyclopedia was amazing. This morning the kids were listening to Beethoven on it. Peter likes the Palm Springs Golf. He sometimes stays up until 1am playing it, although he won't always admit it.

Gemma: The Compton's Encyclopedia disc is more fun than a book because you can play around with the machine. If you want to use a book, it only has words and pictures. With CDI you get video and music as well. The remote control was a bit confusing because when you have to type a word on the electronic keyboard on the screen, it is a bit slow and clumsy.

I quite enjoyed the world atlas because you can go off to different countries and find out about the different animals and towns.

Peter: Compton's is good fun, it gives you an extra dimension on CDI, but you have to wait for things to happen.

The control unit is a bit slow and clumsy. We spent a good hour or two one weekend playing Alice in Wonderland.

In the course of a family weekend, it was interesting to see everyone have a go with it. The kids enjoyed Face Kitchen and Pin Ball, which had really good sound effects.

You get quite locked into the games, which can be time consuming. It takes a good couple

of hours to understand the mentality of each game. Alice in Wonderland is better than Gameboy because you have the extra dimension - the characters can speak and pick things up.

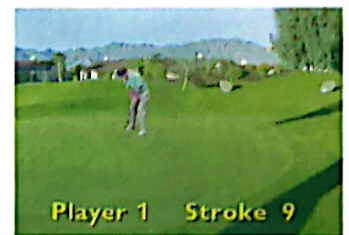
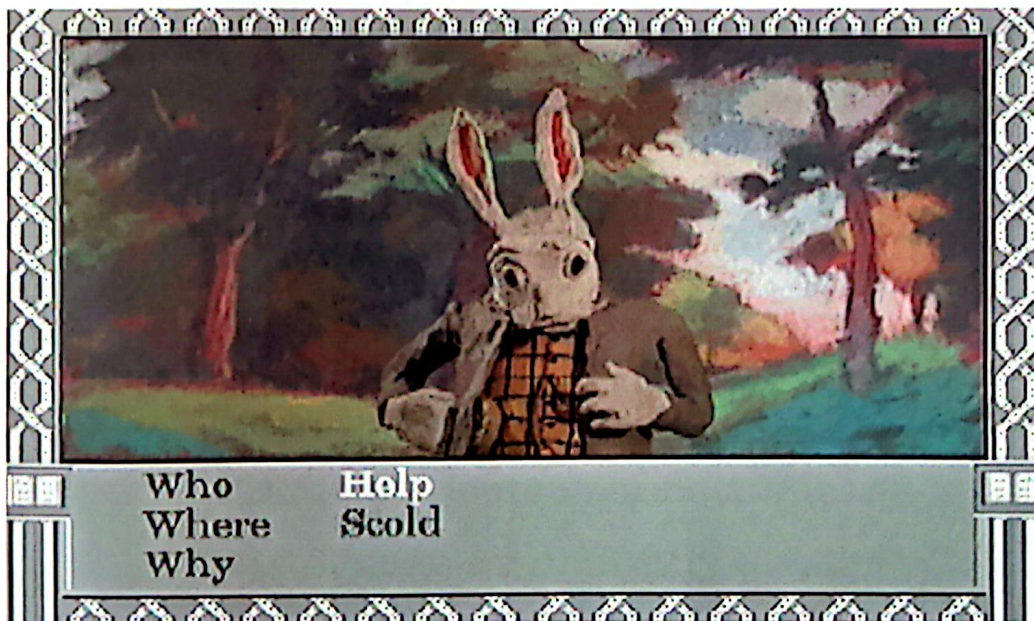
Marion: The bit in Alice I didn't like is where you have to get past the owl. That was frustrating.

Gemma: I like playing with my friends. It is nice to play as a family game rather than just on your own. It is sometimes difficult to control Alice with the buttons on the remote. She may jump twice when you want her to jump once.

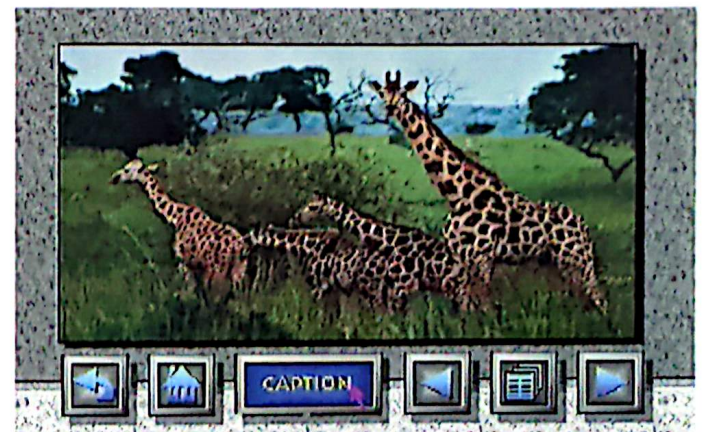
Peter: Alice in Wonderland is much more of a puzzle game. You have to think, talk to people and solve riddles. Rory loved Sesame Street - he enjoyed going in and out of the different buildings. The adventure aspect of CDI is great. Children want to know what is through the next door.

Rory: My favourite bit is where the rocket takes off in Compton's.

Tom: I liked the bit where the volcano explodes.



Clockwise from left: Alice in Wonderland involves solving riddles and puzzles but be careful what you say to others; a gentle putt is all that's needed to finish this round of golf, but judging by the score, this player will need some luck; find out more about giraffes with Compton's Encyclopedia; and use the Topic Tree to find your way around a host of different subjects from literature to religion



RAVE ON

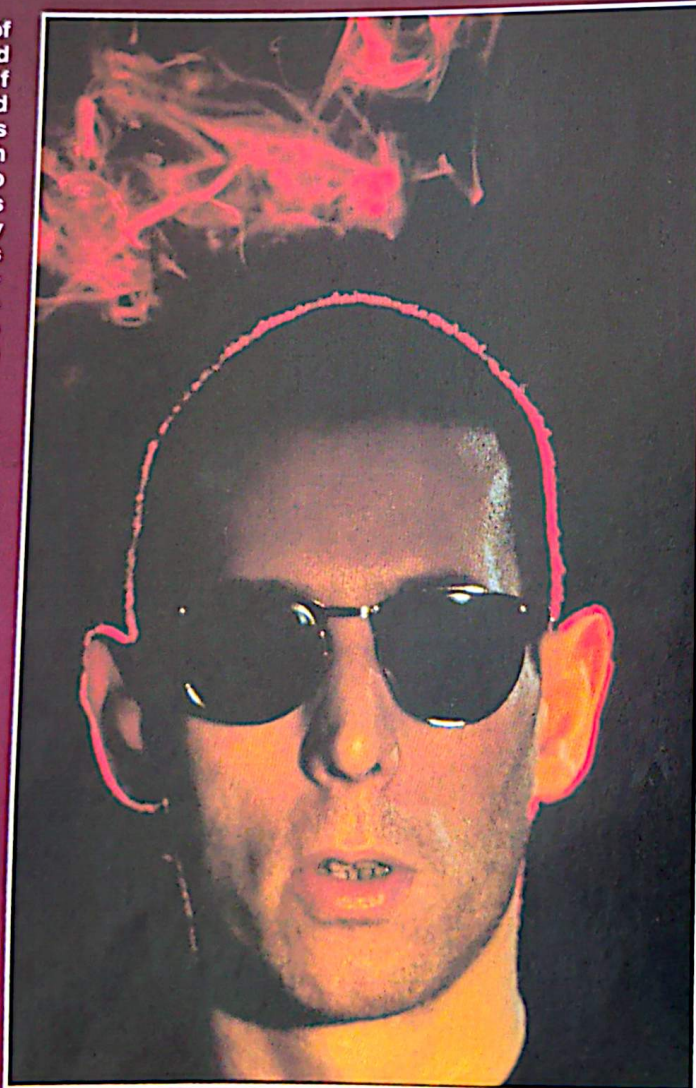
Just back from that all night party and not sure what to do next? Well, dim the lights, turn up the sound and eScape into an electronic landscape

Hex, the pioneer of video-punk and producer of Global Chaos and Top Banana, has teamed up with

Philips Interactive Media to produce eScape, which brings club music and visuals directly into your home. Tony Marcus explores a world of randomly-generated, scorching, state-of-the-art cyber visuals where you choose the colours you want, make the characters move, storm through the real-time computer graphics and loop through the animations, all in time to the music.

Welcome to the cyber-zone. This is the secret bunker deep beneath the ground where the CDi people make us road-test the wilder software. Right now, we've got our greasy data gloves all over a tasty little number called eScape. A cool way of saying Electronic Landscape, it's a sort of futuristic rave party in a disc.

Thrown by a handful of smart bods at Hex, this is the first bash that's guaranteed free from sweaty pests, bouncers and strange men in leather trousers shouting "Techno Techno Techno". Instead, there's just the earth-shaking mother of all stereo systems, our little cyber crew and a CDi machine. Out go the lights, ease in the disc and we're off.



First up and it's time to play DJ by selecting one of eight tunes from a menu. Difficult choice as they are all pretty good. There's no chart stuff or mental nosebleed, just a healthy bunch of house tunes.

Go for Hall of Mirrors by Musicology and a sensual wash of floating machine noise oozes from the speakers (CDi is extra fab when you play it through the stereo). Then the visuals kick in. Check the screen and it's suddenly throbbing with patterns of boilingly electric colour. One look and you're hooked. There's no turning away as the strange shapes start to twist, mutate and reform themselves in front of your eyes. A tunnel full of exploding flowers melts into a cloud wrapped in multi-coloured lasers.

If you think that's good, wait until you interact with it. Go for a few wiggles on the remote and you realise you can control this digital kaleidoscope. With skilled wiggling you can cycle the colours, scratch the patterns and play God in a kingdom of wild light. Hang on, we've just dissolved a whirling hippy fractal into a blood red supernova.

"It's designed for people already comfortable with the next century," says eScape creator Matt Black. We've lured Black away from Hex and into the bunker to talk about his techno-baby.

A bona-fide pop star, Matt Black is half of the house-head duo Coldcut and a Top of the Pops veteran with hits like People Hold On and Doctorin' The House. A genuine digital dude, Black views the shift from using his computers to make hip software instead of top tunes as nothing less than natural.

"Man is a visual animal," reckons Black, "but one can't deny the importance of music and rhythm as primeval forces in the Universe. So I always think the combination of all these forces is very potent and fascinating for humans. I guess that's why games and this type of eye-candy are addictive." We put it to the test. Does this Electronic Landscape really suck you in with its (ahem) "primeval force"?

Several hours, masses of fried brain circuits and a well blistered thumb later...

The answer is yes, although it definitely helps if you've been to a good few raves first. To get into eEscape, it is essential that you want to get lost in a swirl of trancey tunes and flashing lights. Accept that and it's a peach of a product. The interactive element is a winner and the hours vanish as you play at being a virtual Van Gogh (ear removal is optional).

However, the really brain-blasting eEscape fact is that all the visuals are generated randomly and will never, ever be the same twice. "I can guarantee that the possibilities of patterns and colours in combination is infinite," says Black.

There you go, a bit of never ending life (our definition of the infinite, ok?), the gift of the gods and it's stuffed into a CDi that sells for under £20. Not bad when you consider that the eight tunes on the disc would set you back about £70 in the shops.

Time to dive back into the Electronic Landscape. Go for the Irresistible Force tune. Loads of weird babbling and gurgling noises (they call this chill-out or post-rave music, it's the sort of thing you're meant to relax to late at night) and pretty synth sounds. We'll just lie back and let the sweet patterns on screen soothe our tired little bonces.

Wait up, what's this? There's a scary looking woman on the screen who seems to be flexing a whip... who let a dominatrix in? And what's this? A cheeky little face has started to wink and the words "Wake up" are flashing on the screen. What the heck is going on?

"We thought we'd put a few cartoons and some jokes in," explains a grinning Black. Well, I

can tell you mate, we're not laughing. We were sat for our usual nap and hoped eEscape would help us drop off.

"We like to see some humour and madness in there," says Black. "It's one of the advantages that computer games have over pop music, which is far too po-faced most of the time."

Alright then. You win. Let's sit up, guzzle some of our special tea (developed by carefully altering the DNA codes of tea plants fostered in deep space) and check out this madness.

What it boils down to are a handful of little sprites that occasionally wander into eEscape's colourfests. If you're quick, you can grab them with the controller and make the little geezers jump and dance to the beat. Er, it's actually quite a laugh, so we forgive Matt and give him a mug of cyber-tea.

"I think," concludes Matt, "people could have eEscape on their TV all day long." Well, not everyone Matt. We can't see Lulu sitting down in front of a psychedelic technoscape. Or John Major for that matter. (Mind you, it wouldn't do either of them any harm).

We like it though. It's hypnotic, beautiful, funny and even allows you to join in. It will turn you into a visual jockey (VJ anyone?) and an obsessive joystick wiggler who ever more expertly cuts the images to the beat. It's not a game so much as a fantastic electronic dream that's only ever a couple of mouse clicks away.

VERDICT:

It's brilliant and we love it. We still can't quite work out how Hex managed to squeeze infinitely different visuals and eight top tracks onto the one disc at £15.99. It might be a budget price, but there's no skimping on quality. Believe me, this is good enough to retail at £50. Buy it, turn up the stereo, jump around and get very, very lost in your screen. A winner.

Remember: You can always turn down the sound on the TV and play your own music as a backing for eEscape. You could also video the results of your eEscape scratching and make your own pop video. Like all the best modern technology, it empowers and liberates the user.

Graphics	9/10
Sound	8.5/10
Addictiveness	7/10
Playability	9/10



Top: Matt and Eon from Coldcut get on down. Far left: Eon's so cool. Above and below: Try chilling out in the early hours with this freaky character - it's bound to be much safer. Or just let the psychedelic technoscape wash over you as you sip a nice warm cup of cyber tea





Escape is only the beginning. Philips Interactive Media UK is planning to publish a host of new music titles over the coming months. Hex, the pioneers of video-punk and producers of Global Chaos and Top Banana, have been signed up to produce two further titles - Pulse and Data Stream.

"They will focus on the techno/rave style of music like in eScape, but there will be more interactive control of the visuals," says Sandy Mackenzie, PIM UK's publishing manager. There will be rave dance material from Coldcut's Matt Black.

Mackenzie is also working with independent record labels such as Rhythm King and bands like Sheep on Drugs to produce further CDi titles which should be ready for launch this autumn.

But get your mind round this idea - a virtual nightclub. Imagine roaming around a nightclub and seeing different scenes in each room, or talking to peo-

ple via a videophone. You can even wander through the streets of London before you enter the club, which hovers above in virtual space.

Inside, you will find an interactive fashion show, a DJ booth, video wall, aquarium, an audio visual experience called Beyond Cyberpunk and plenty more.

Sound ridiculous? Well Philips has already signed Prospect Management and Trip Media to produce Virtual Nightclub. It should be in the shops this autumn.

"It will be a seamless blend of interactivity and music," says Mackenzie. "You don't have to be a games freak or musician to appreciate it."

Virtual Nightclub will combine "the

best of Britain's new music, club culture and design," according to Philips. Watch this space!

If you would rather create your own music, then Megamix could be for you. This yet-to-be-developed title will enable you to

create your own dance tracks by remixing the music, changing the rhythm and finding an altogether funkier beat.

Then fancy putting it all to video? Well soon there will be a Music Video title which will allow you to construct your own visuals for your favourite sounds.

For those who would rather lie back and listen to someone else's music, Philips has already signed 15 major artists whose albums will soon be available on CDi.

U2, Sting, Tina Turner, Lionel Richie, Genesis, Paul McCartney, Eric Clapton, Bryan Adams, Bon Jovi and Andrew Lloyd Webber will make their CDi debut once FMV comes on stream in October.

More details to come in the next issue of CDi Magazine. ●



Top and left: early visuals from Virtual Nightclub, due for release later this year, which is being developed by software house Trip Media

COMING SOON...

eScape may have blown your mind, but what about a Virtual Nightclub? To find out more, read on

WIN!

A FANTASTIC PHILIPS CDi PLAYER

PLUS A COMPLIMENTARY DISC

As this is the first issue of CDi Magazine, we are feeling incredibly generous and have decided to give away a Philips CDi player and complimentary disc – ABSOLUTELY FREE – to the winner of this fabulously easy competition.

All you have to do is answer the three following questions, and then sum up in one sentence why you think CDi is going to change the face of home entertainment. If there are several entries with the correct answers, the judges will pick whichever is, in their opinion, the best answer to the tie-break question. The judges' decision is final.

All entries should be sent on the coupon below to: The Editor, CDi Magazine, 60 Waldegrave Road, Teddington, Middlesex TW11 8LG. The winner will be notified by post. Closing date is 31 August 1993.

Employees of Haymarket Publishing and Philips may not enter.

For the three runners-up, we are giving away some natty Philips CDi sweat bands. Just the thing to wear at Wimbledon.

Details of the winners and runners-up will appear in the next issue of CDi Magazine, due out in October.

QUESTIONS

1 How many megabytes capacity does a standard CDi disc have?

2 Matt Black, creator of the eScape CDi disc, is one half of which group?

3 Name our reviewer Dominik Diamond's two favourite computer games.

ANSWERS

1 _____
2 _____
3 _____

Tie-break: I think CDi will change the face of home entertainment because _____

BLOCK CAPITALS PLEASE

NAME _____

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PLEASE NOTE: This information will be retained by Philips and may be used to offer you further products and services. If you do not wish to receive such information, please tick this box ☐

LAYLA!

A guitar tutor is an application tailor made for "interactive multimedia", I used to protest to the peeps at Philips when they launched CDi. "Watch this space," they told me. Twelve months on Philips has finally come up with such a

Fancy yourself as Eric Clapton, do you? Well, maybe you should tune up your guitar playing skills first with Teach Yourself Rock Guitar on CDi

disc, and it is very good indeed. Not perfect by any stretch of the imagination, but so far perhaps the best showcase for the benefits of CDi over any other home entertainment format.

Any guitarist will tell you that books are fine for learning the basics, but you need to hear the more complex stuff before you

It may take a while before your guitar playing wows the crowds as much as this man, but practising with CDi can make exercises much more fun. If you get really good, enter the Palace and play the song you've learned accompanied by a full rock band. Classical fans are also catered for with Private Lessons: Classical Guitar, also priced at £49.99



know if you're playing it right. Audio and video tapes are a step in the right direction, but you can't slow down the action to suit your own pace. CDi, like British Gas, gives you a vital extra benefit: controllability.

The disc is pitched at beginners and the instructions emphasise that it is not meant to replace a music teacher but to help budding guitarists to practice at home. That is probably true, because any complete novice using this disc alone would find it tough going. The guy who actually 'stars' in the CDi is an American by the name of Michael Fath (*who he? ed*) who sports the obligatory peroxide, shoulder-length haircut.

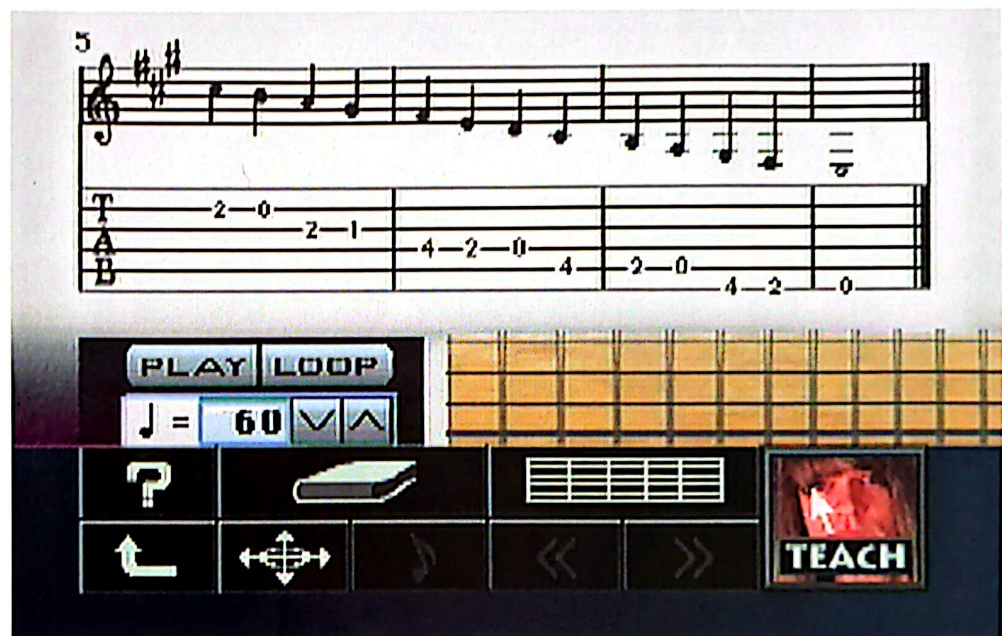
The presentation of the disc itself is quite straightforward. There is a Guitar Shop - where the main lessons, songs and practise aids such as metronome and rhythm machine are stored. There is the Palace where you can play the song you've learned accompanied by a full rock band. And then last and by every means least there is the Gallery, where you can go and peruse vintage guitars. This is strictly for Guitar bores only.

The actual tuition element of the disc is based around learning one of the eight songs in its menu. These range from the simple "Louie Louie" (Duh-nah-nah, Dah-duh, Duh-nuh-nuh, Duh Duh!) to the mind expandingly difficult Purple Haze (sadly there are no lessons on how to douse your guitar in lighter fluid and set it on fire).

Michael Fath takes you through the chords, riffs and lead guitar parts used in each song. As well as his audio commentary, there are notes on screen in both musical notation and the representative "tablature" which most people can pick up pretty quickly. Also on screen is a FMV window showing Michael's hands playing each exercise.

The user can speed up and slow down the demo to suit his or her ability, and the exercise can also be put on a continuous "loop" to provide some serious - if repetitive - practice. The system works well and there is plenty of flexibility to "customise" lessons to address your particular weaknesses - be it scales, or slurs or bluesy string bends.

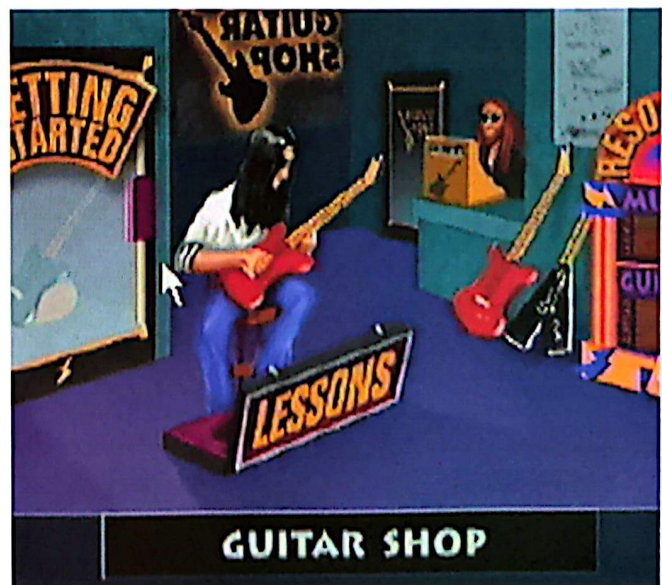
Within a few days of using the disc I had found my guitar playing had improved noticeably (well I noticed). This is not necessarily because the disc is such a good tutor, rather that using it was so enjoyable that I was

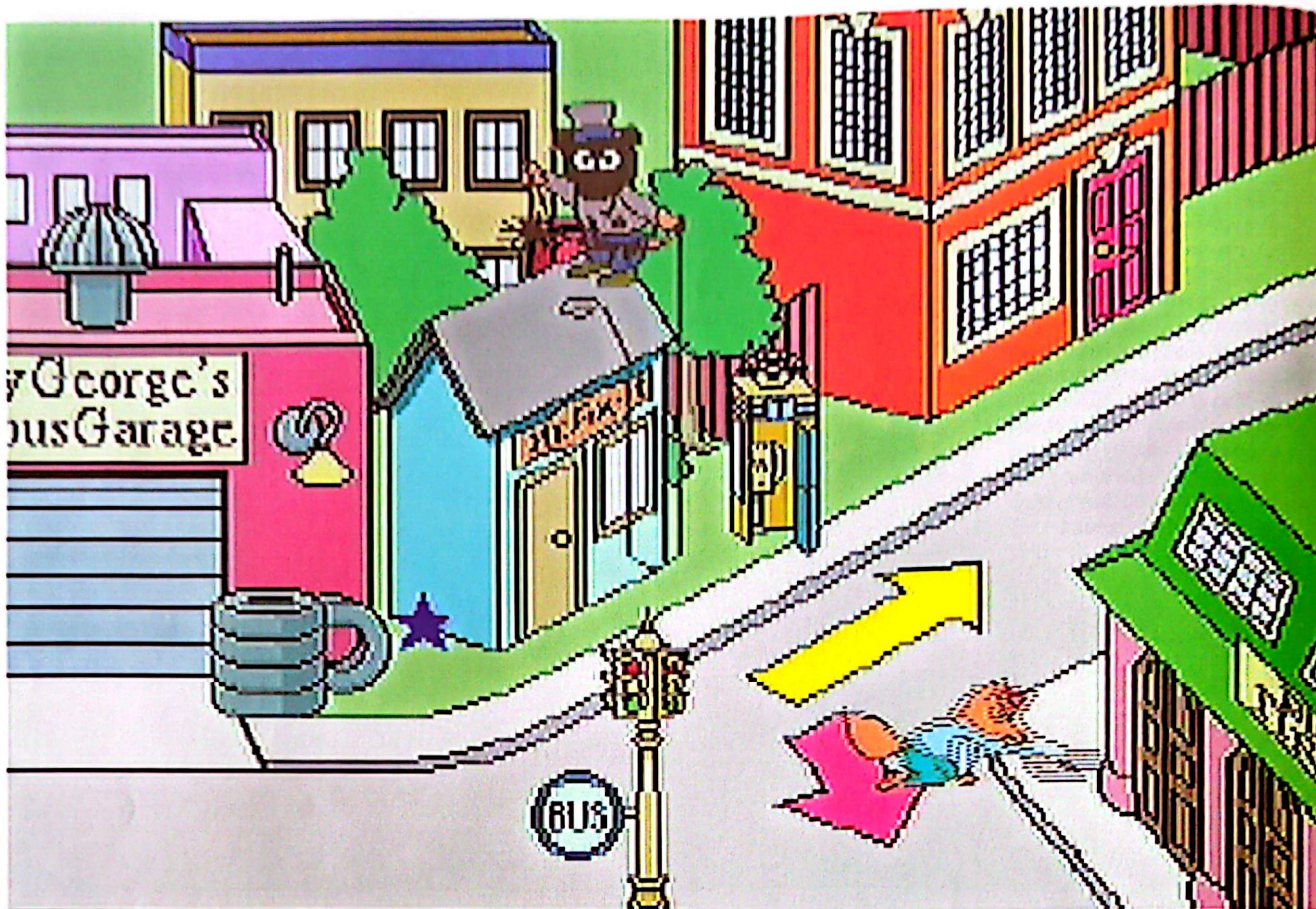


practising far more often. And the structure the disc gives makes that practise far more constructive than it was when I was "alone".

Quibbles? Well the choice of songs is rather limited - particularly when half of them are Michael Fath's own compositions (good for the songwriter's royalties, you see). The loop mode is seriously flawed because it not only repeats the exercise but also the two bars of clicks that make up the intro. But these minor gripes aside, this is the kind of package that will sell CDi. For a budding Jimmy Page it is almost worth forking out £500 for a player simply to use this disc. Almost.

Cost: £49.99
Available: Now





PLAY TIME

Take your kids on a magical mystery tour through the interactive world of CDi. Learning to read and write becomes a real pleasure when you let them loose with a CDi player. They can even colour in pictures on the TV screen without making a mess!

RICHARD SCARRY'S NEIGHBOURHOOD

Richard Scarry is one of the most enjoyable children's writers around. And the beauty of his books is always in the detail - the little events that are illustrated in the background and on the margins of the page. It was what made you read and re-read his books - you could always discover something fresh each time you picked one up. Those qualities make it an ideal candidate for "translation" onto CDi.

Like the books, this CDi is based in Busytown, a metropolis populated entirely by furry animals. Pop in the disc and you

CDi Magazine takes a look at four of the best kids' titles which make learning so much more fun

are presented with a map of Busytown followed by an introduction from Captain Maloney - a police hound with, naturally, a broad Irish accent. The action occurs at street level with a cursor that flashes when something "interactive" is highlighted - such as the doorway to a building.

Click the button and you are inside - it might be the library (there's a great song and dance number here), the fire station (where all the firefighters are sound asleep) or even your own home - and as the town's "special guest" you can see all the places you visited today on the TV news.

I thoroughly enjoyed Richard Scarry's Best Neighbourhood Ever and suspect that children will find it magical - for a while. The problem is that Busytown is

simply too small, and before you know it you have explored most of what the disc has to offer. But if both the Richard Scarry titles (Best Neighbourhood and Busiest Neighbourhood) were bundled onto the same disc I would recommend it without hesitation.

FACE KITCHEN

In this disc aimed at younger children you control Uby - a chef who looks rather similar to the Muppets' Swedish chef (except he's French and never says "Hurdy Gurdy"). Uby naturally doesn't make anything as boring as food. Instead, he cooks up faces. And your job is to choose a combination of the lips, eyes, hair that are stored around the kitchen and place them in the large mixing bowl on the table.

Once you have chosen the features you want Uby gives the bowl a good stir and - lo and behold - the completed face appears on screen. So far so good - although there's nothing you couldn't already do with a Mr Potato-head and a bit of imagination. But wait, there is more. Once the face is on screen you can use the pepper pot to alter the size of the features, or throw those Dr Spock ears you don't like in the bin and get another set out of the fridge - just like a real Beverley Hills plastic surgeon.

When you're happy with the face simply bung it in the oven. It doesn't come out all charred and mangled (shame) but does come to life - the eyes blink, the lips move - and tell a funny story or sing a song.

The disc, although a little pricey, should go down well with young kids who will no doubt come up with their own perverse portraits of mum, dad and each other. The presentation is up to scratch - although the artwork is a bit bland - and it is great to

play a CDi that is made in Britain, with British accents and British props such as the traditional policeman's helmet. May this be the first of many.

PAINT SCHOOL I & II

The two Paint School discs are the kind of products that tend to get eclipsed by the more glamorous titles. But the truth is these two very reasonably priced CDi's are among the best children's titles around. Whereas some games are great for an hour or so and then become tedious, these are like the Andrex puppy - they just go on and on.

The set up is deceptively simple. You can choose from several hundred scenes to paint or you can start from scratch and draw your own picture. Once you've made your choice, just start colouring it in using the computer's palette. The brochure says there are 32,000 colours available and these aren't just your bog standard primary colours, no way. There are digitised photographs, psychedelic patterns, colours that "bleed" into each other - there is even something that looks suspiciously like flock wallpaper.

And this choice is what makes the discs such a good laugh. See that elephant there? What shall we colour him? Grey? Nah! - how about a combination of deep magenta and tartan, with a dash of custard yellow for the tusks? That's better!

To help you on your way there are various tools such as a magnifying glass to zoom up on the fiddly bits. Or if you're working on your own painting, you can get the computer to draw perfect circles and boxes. All in all, these two packages add up to excellent value for money (how much is Mario Paint?) but to get the most out of them you do need the Roller Controller. Now paint on!

A VISIT TO SESAME STREET: LETTERS AND NUMBERS

If the Sesame Street titles are anything to go by, the kids' programs on CDi are some of the best around. CDi is an ideal format for early language learning, and in this disc the whole exercise is done in a fun and entertaining way.

This thirtysomething reviewer spent many happy hours playing with Sesame Street, and parts of it brought a broad grin to my face! Forget CyberCity or International Tennis, this stuff is real fun.

The Letters disc begins with a snappy soundtrack which quickly gets you in the right mood. Moving around the disc could not be easier. You simply move the star on the screen until it lands on an object which sparkles.

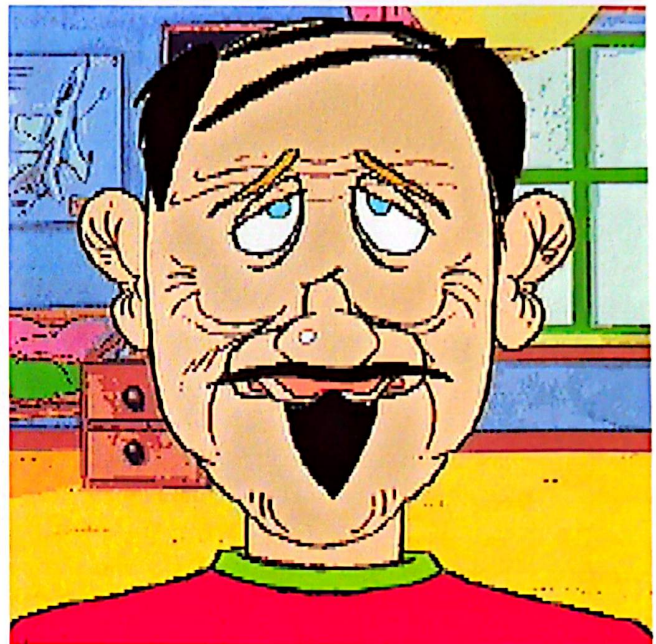
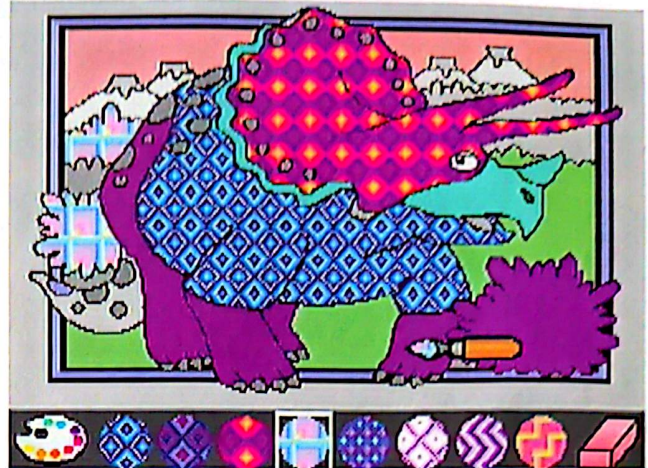
There are three main areas you can explore: the main door takes you into Bert and Ernie's room, the one next to it goes into Big Bird's house and the cave on the right of the screen is the home of an endearing character called Snuffy.

The real fun starts when you enter one of the rooms. If you click on the central character, he will tell you what to do next. Clicking on any object which sparkles will activate it.

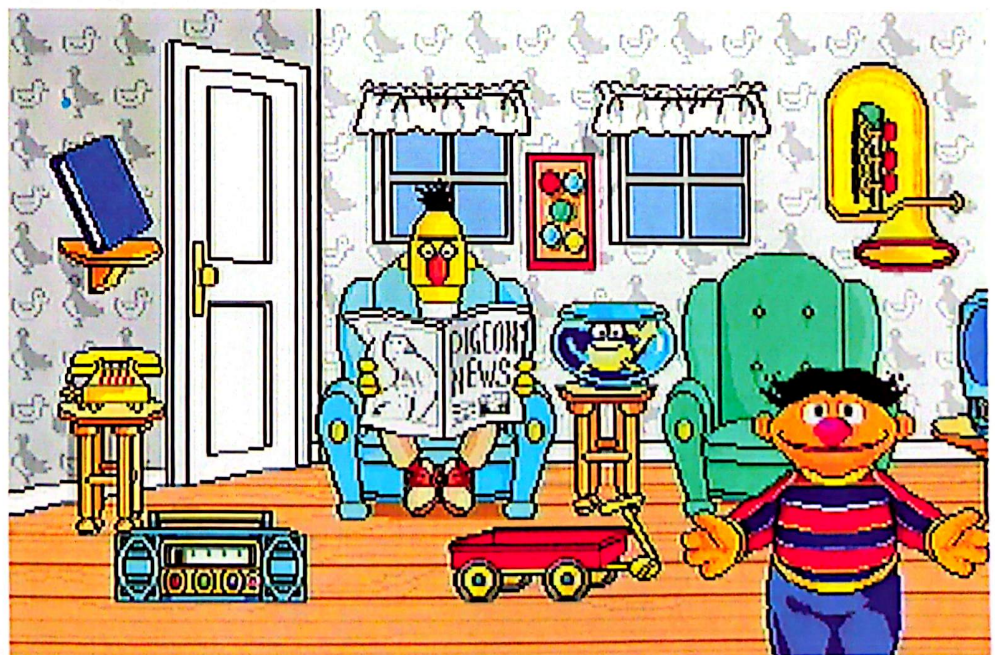
In Bert and Ernie's place, for example, you can change the shape of anything in the room, call up other characters on the phone and even listen to the radio or television. The last part is really clever - by clicking on one of the three control buttons on the radio or TV, you can change channels and get different sounds or pictures. The same gimmicks are used just as effectively in Snuffy's cave.

Sesame Street: Numbers follows a similar format. Again, you have Bert and Ernie's place and Big Bird's House, where you can play a different series of games, but this disc also includes the Count's Castle. All sorts of skulduggery goes on here, but I won't spoil it all and give too much away!

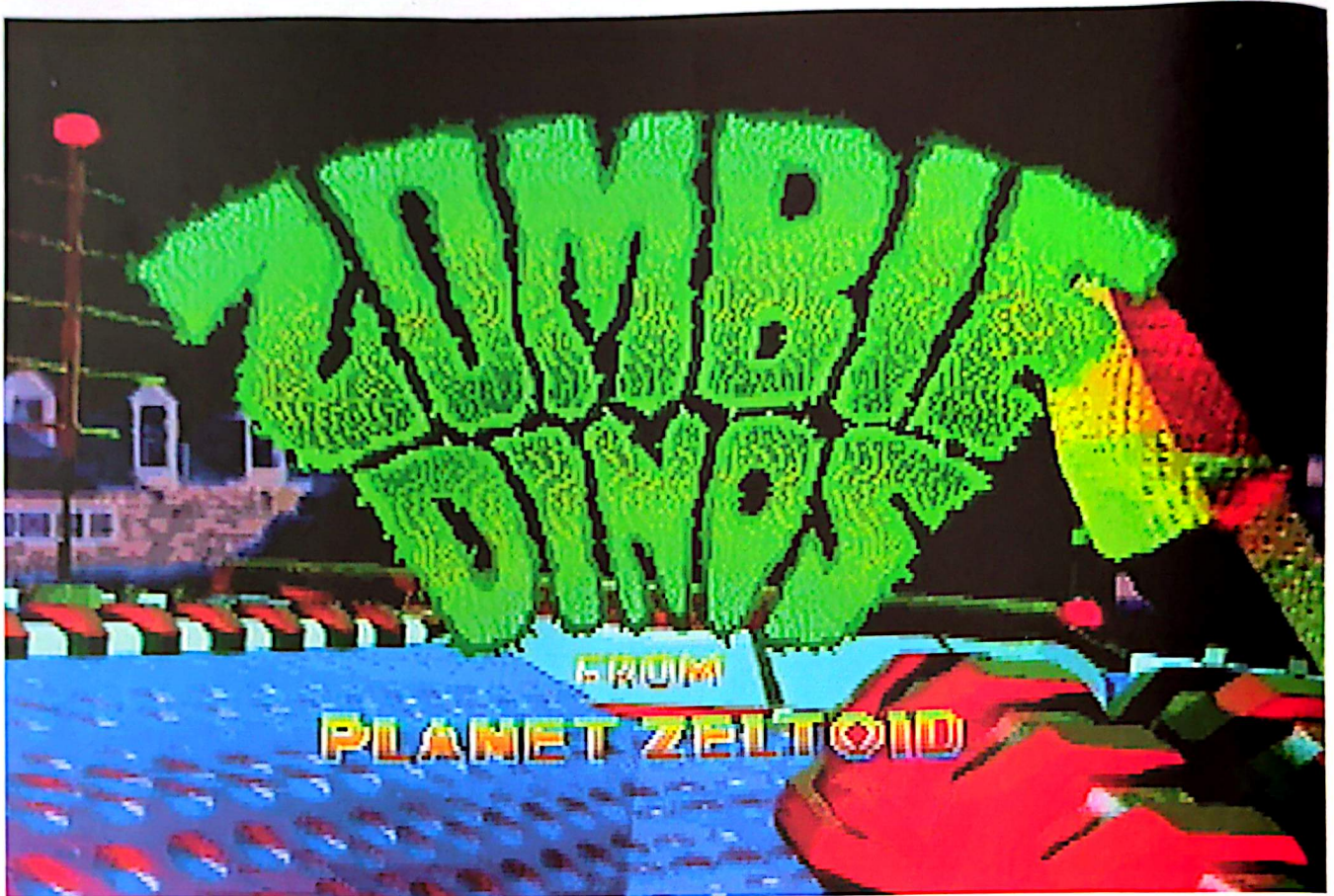
In short, these discs are tremendous value for money. If you have kids in the house, they are well worth buying.



Top to bottom: fill in your own pictures using a riot of colour; stir up a mad face like this with Face Kitchen and bake it in the oven; or spend some time round at Bert and Ernie's place and see what they are up to



DINOSAURS



Let's kick some brain!" So speaks Dexter the Dinotroid in this time-travel "edutainment" title. Dexter himself is an FMV love child of a Teenage Mutant Turtle and Bart Simpson and the cantankerous hero of this adventure. Basically the storyline involves travelling in the "CDI Time Machine" (catchy, eh?) back to the days when dinosaurs ruled the Earth. The reason being that pesky Harry the Harrier and his posse of "brain blobs" are kidnapping them and setting them loose in the future - e.g our present.

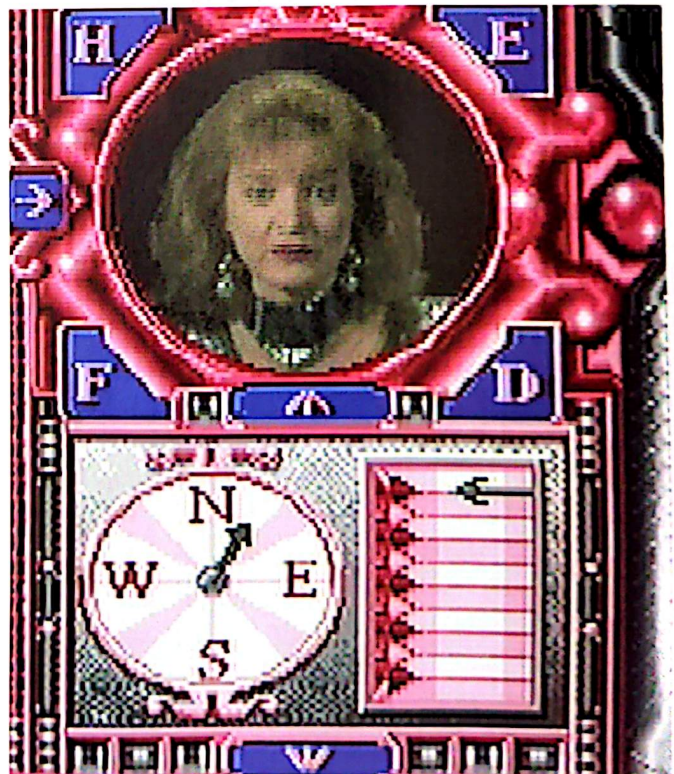
Your job is to track down clues on the map using a Grunt-o-Meter and then cross-reference the info with the time machine's data bank to identify the dinosaur.

If successful, Harry the Harrier, good sport that he is, will ask you a couple of questions about the said Dino and let him (her? it?) go if you answer correctly.

This may sound distinctly unpromising but for some reason the darned thing works. I've always had a thing about dinosaurs, so the actual learning element is dead interesting. The graphics are simple but effective and a good deal of thought has gone into making the gameplay more than just a multiple choice, jump through the right hoops sort of affair.

The best bit, though, happens when you mess up and the helpful female computer (why are they always female?) shows you the havoc caused when the Tyrannosaurus you were stalking rampages through London - complete with grainy black and white footage and stop-motion animation that looks just like a 50's B-movie. Great stuff, now please excuse me, I have this sudden urge to kick just a little more brain.

Rating: 7/10
Cost: £34.99
Available: Now



Fans of Blind Date and Beverly Hills 90210 will love this disc. A touch of Wayne's World meets Cilla Black. It's a scream.

The scenario is very simple. Your hostess invites you and up to three other (female) players round to her house to "check out four of the hottest guys in the universe". Think I'm kidding? No way!

If you are playing on your own, you get to choose who your rival players are from a selection on the disc. Each girl introduces herself in a video clip and you make the choice. Otherwise, you can play against your own (real) friends.

Each player chooses a lucky charm to represent them - a star, heart, diamond or cloverleaf. You take it in turn to spin the ... wait for it... Guy-Go Meter. This is an electronic one-arm bandit which spins numerous pictures of hunky young men on the screen, just like a fruit machine. When

you have found your four "fantasy guys" (the machine's words, not mine) then you get to dress them in the latest gear. Before you get too excited, they only appear as blackcardboard cut-outs in the nude.

Once you've decked out your four fantasies, you are then let loose on a hapless victim called Mr Dud. He has to be dressed in the worst possible taste. Depending on your selection, the hostess throws up such intellectually challenging pieces of dialogue as "call the fashion police and give this geek a ticket". Ouch!

At the next stage, you get to meet the handsome foursome in the clothes of your choice. Each one introduces himself in a video clip and gives you his best line in patter, Blind Date style. The four players then secretly pick which of the four they would like to go out with and you have to guess each other's choices. If you guess correctly, you win a lucky charm on your bracelet (sorry, no poolside drinks with Cilla in



Choose your fellow players from a selection of hopeful candidates who try to impress you in a video clip. Who do you want to be up against?

Marbella). The scoreboard then tells you who the others picked, so you can have a good laugh at their good/bad taste.

The game continues in much the same way and if I have one criticism, it is that the format is very repetitive. I never did find out how the disc ended as I had

an early prototype which crashed before the end of the game. But if the bugs are ironed out, this could be hours of fun. ●

Rating:	8/10
Cost:	£19.99
Available:	Now



GIRLS' CLUB

STILL LIFE

Are you tired of all those photo albums cluttering up the house? Help is at hand with CDi. You can now have 35mm colour print and slide film or black and white negatives stored on a disc. All you have to do is take your film into your local Boots or other high street photo shop and ask for them to be put on Photo CD.

The system has been developed by Philips and Kodak. Each disc will store 100 pictures, and the CDs don't fade or wear out. All you have to do is insert the disc into your standard CDi player and connect it to your TV set. Your shots appear on screen and you can zoom in on your favourite part of the picture and enlarge it to full screen size.

In future, you will even be able to add your own commen-

tary or soundtrack. And this autumn Kodak is hoping to extend the Photo CD system so it can store instant photographs and other prints too.

The cost of having your photos developed on CD is about £20 for a 24 exposure film. This includes £5 for the cost of the disc. But you can re-use the disc each time you have another film developed until there are 100 pictures on it.

At the moment development onto Photo CD can take up to two weeks because Kodak has

only set up two processing outlets, but once more come on stream, it should be quicker. And don't forget you can use your own Photo CD pictures in conjunction with the Create Your Own Caricature disc (see below).

CARICATURE

Would you like to be able to take a picture of your most hated relative and turn their face into something hideously ugly on your TV set?

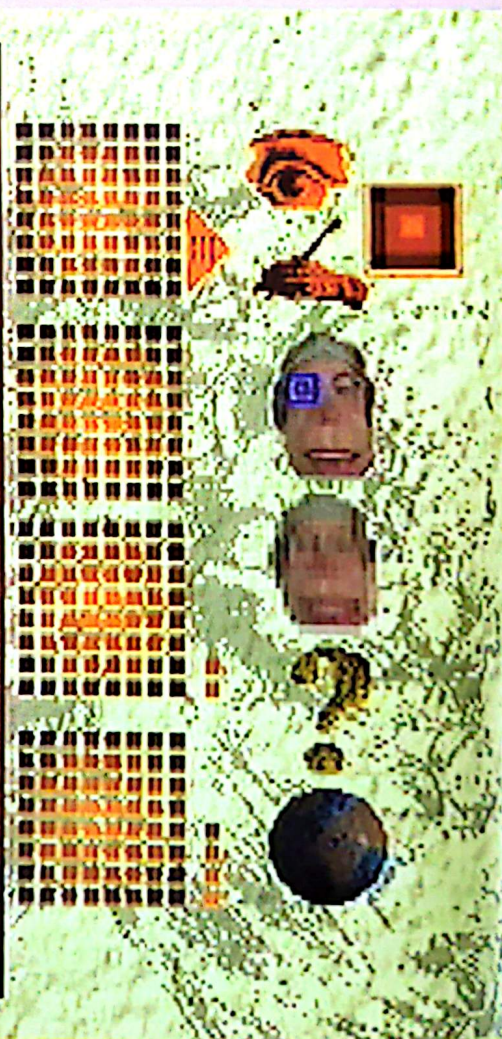
With the CDi Create Your Own Caricature disc you can do

just that. By using your own photo CD pictures in conjunction with Caricature, Aunt Mildred can be turned into a gruesome-looking tyrant.

All you have to do is insert your own photo CD into the machine, select the innocent victim and store their picture in the memory. Then remove the disc, insert the Caricature disc in its place and bring your chosen picture into the window. You are now ready to distort Aunt Mildred's face any way you want. Add a bulbous nose, twist the corner of the mouth or narrow the eyes. The results can be dramatic!

If you don't want to be cruel to your nearest and dearest, use any one of the faces already stored on the Caricature disc. These include the rich and famous - Margaret Thatcher, the Royal Family, Esther Rantzen,

Photo CD can do the strangest things to the human face, but it can also be used to store the family photo album



Norman Tebbit and many others. Caricature has been developed with the creators of the successful Spitting Image TV series. The disc includes a history of cartooning and advice from the masterminds behind Spitting Image.

Cost: £29.99
Available: now

MARILYN MONROE

Few people regarded her as a great actress, comedienne, singer or dancer, yet Marilyn Monroe remains the most famous movie star in the history of the cinema.

Born Norma Jeane Mortenson on 1 June 1926, she was the illegitimate daughter of Gladys Mortenson and had a turbulent childhood.

She was sacked from her first job as a model for having so much sex appeal that it was thought no one would look at the clothes she was wearing. Her debut film *Dangerous Years* came in 1947, paving the way for a string of classic parts playing alongside stars such as Lauren Bacall, Betty Grable, Tony Curtis, Jack Lemmon and Laurence Olivier.

She was married and divorced three times and her husbands included the pro baseball player Joe di Maggio and the playwright Arthur Miller.

Marilyn always had a deep sense of her own inadequacy. "I knew how third rate I was, I could feel my lack of talent, as if it was cheap clothes I was wearing inside," she once said. "I seem to be a whole superstructure with no foundation."

Others were more cruel. Tony Curtis said kissing her in the film *Some Like It Hot* was like kissing Adolf Hitler. Another critic said: "Compared to your breasts, your mind is embryonic."

Her life came to a tragic end in 1962. But the mystery of Marilyn Monroe lives on, and she is the subject of this Photo CD.

So is it any good? Well, the photographs include many classics such as the one of her standing over a subway ventilator while her skirt swirls up around her. But there is nothing here that you couldn't see in a good book. The commentary includes a few interesting snippets of information, but again there must be numerous books on the subject which give a far deeper insight into her character and career. It all seems a little brief and shallow. And the lack of moving pictures is a glaring omission. When one of the stills appears from the film *Some Like*



Top to bottom: Marilyn in one of her many classic poses for the camera; Caricature allows you to distort the faces of the rich and famous and Grand Prix takes you inside the exciting world of Formula 1

It Hot, it makes you itch to go out and get the video.

Unless you are a Marilyn fanatic, this is probably one GDI title you can do without.

Cost: £9.99
Available: now

GRAND PRIX SPECIAL

Before saying anything about this disc, I have to come clean. It has been produced with the help of our sister magazine *Autosport* so if I say anything nasty the guys at the other end of the corridor might stop buying me pints at lunchtime.

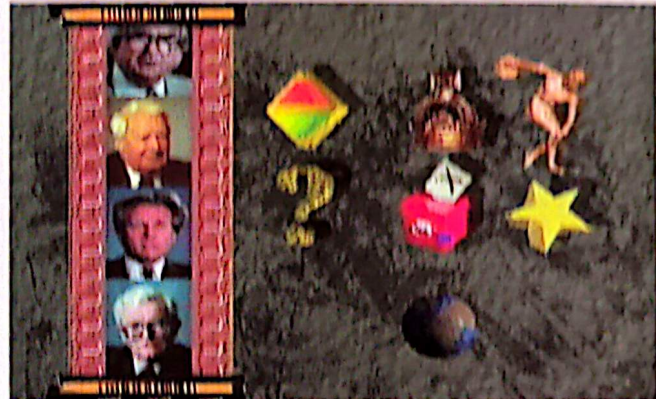
If you're a Grand Prix fanatic, read on. If not, try reading the cookery page. This is a budget title, costing a very reasonable £9.99, but don't expect full motion video, fabulous sound and stunning graphics for that sort of money. This is a simple picture and information disc.

It takes you through the history of Formula 1 from 1950 onwards, and each era is explained with details of the great races, drivers and the cars. You can also zoom in on the pictures, rotate them or improve the resolution.

The technical section takes you inside the engines and cockpits of the cars to give an insight into the specialist engineering and technology that Formula 1 requires. And you can learn about all the big name teams, from Ferrari, Williams and Lotus to Jordan and Benetton.

There is a preview of all the circuits for 1993 and you can even test your Formula 1 knowledge at the end with the trivia quiz game.

Cost: £9.99
Available: now



NATURE UNDER THREAT

Nature Under Threat is the latest Photo CD title from Philips. Produced in conjunction with the World Wide

Fund for Nature, it takes the viewer on a world tour and presents an insight into a range of fragile ecosystems and the amazing creatures that live within them.

The disc takes the user through the ice fields of the polar regions to a world of deep oceans, awesome deserts, richly

The WWF has teamed up with Philips to produce its first photo CD disc

varied wetlands, vast grasslands and the widely differing types of forest found throughout the world.

Using more than 250 photographs from the WWF's extensive picture library, Nature Under Threat is a valuable education tool for use in the home or at school.

"When Philips approached us to make this title, the charity accepted keenly," says Chris Robertson, the WWF's senior sponsorship executive. "Nature Under Threat offers an important new opportunity to illustrate the wealth of nature and the importance of saving it for future generations in an innovative format at the forefront of technology."

An added bonus is that sales of the disc will help raise funds for the WWF's work around the world. The royalty received from each disc sold will go towards the organisation's projects.

BACKGROUND:

The WWF is the largest independent environmental organisation in the world. Formerly known as the World Wildlife Fund, WWF's mission for the 1990s is considerably wider than its original identity implied (hence the name change).

Over the years, the WWF has evolved to become a major contributor to UK and overseas projects that help alleviate and



reverse the damage being done to our planet and encourage the sustainable use of our natural resources.

This includes investing funds and expertise to prevent the dangers of toxic emissions and the pollution of rivers, seas, land and air. It also involves preventing worldwide forest management, the menace of global warming, the exploitation of the world's endangered species and their habitats and the overuse of natural resources such as oil, water and timber.

Environmental education is a key element across all aspects of the WWF's field projects and campaigns and the charity is active in UK schools. Since its foundation in 1961, the WWF has funded more than 10,000 projects in 130 countries.



EVERYONE CAN JOIN WWF AND HELP SAVE OUR NATURAL WORLD

Members' subscriptions are vital if we are to continue with our work to save a disappearing species, protect an acre of rainforest or safeguard a marine habitat. By joining WWF you will be helping us protect all of nature's treasures. As a member you will receive quarterly issues of WWF News, our own members' newsletter which keeps you up to date with the vital work your subscription makes possible. If you join as an Associate Member you will also receive quarterly issues of BBC Wildlife, the UK's top natural history magazine.

YES, I WOULD LIKE TO JOIN WWF

Mr/Mrs/Miss/Miss _____

Address _____

Postcode _____

Telephone No _____

☐ Yes, I would like to join WWF as a Member for an annual subscription of £17. Please send me quarterly issues of WWF News.

OR

☐ I would like to join WWF as an Associate for an annual subscription of £22. Please send me quarterly issues of WWF News and BBC Wildlife.

☐ I enclose a cheque/postal order made payable to WWF UK.

OR

☐ I would like to pay by Access/Visa

Card Number _____

Expiry Date _____

Date _____

PLEASE RETURN THIS COUPON WITH YOUR PAYMENT TO: WWF UK, Panda House, Weyside Park, FREEPOST, Godalming, Surrey GU7 1BR.

Are you one of those people who owns an automatic 35mm SLR camera and has always wondered what all those knobs and buttons are for? Well this is the disc for you. A very thorough and easy to use edutainment disc, the Time Life Guide to 35mm Photography is an ideal use of the CDi format.

Well laid out in easy-to-use format, the disc takes users through all aspects of 35mm photography, from the basics of loading film to the finer points of depth of field and reflectors. You can either watch from the beginning, or, if you've already mastered the basics, choose your

Because this is an interactive disc, you can actually 'take' photos with the disc and see the results displayed on screen, with professional advice on why the image appears as it does. By using the 'reshoot' icon you can try as many different exposures as you like.

For example, in the Lighting Workshop there is an exercise headed simply Candlelight. Select this option and the screen displays a typical birthday scene, the young child blowing out candles on a cake. The exercise is to judge where to take your light meter reading from, the candles, the darkness or the boy's face? By placing the cursor on the candles you can actually 'take' the photo. The result

WHO DO YOU THINK YOU ARE - DAVID BAILEY?

Budding photographers will find this CDi disc the ideal way to learn the tricks of the trade

own point of entry. The film spool menu makes even this fun.

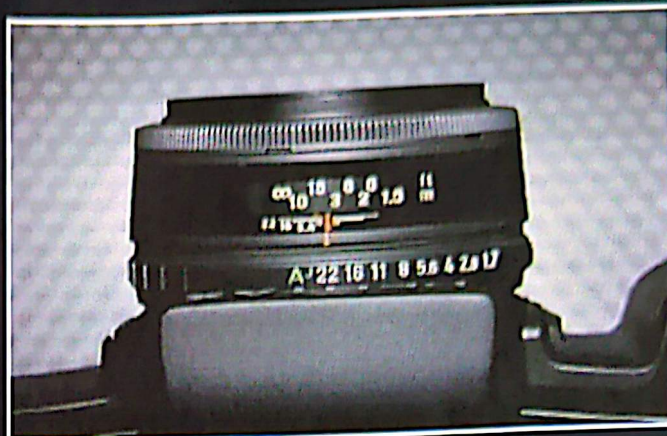
The disc is set out in three main headings: Camera, Themes and Workshops. Each of these is then divided into subsections. For example, the Camera section provides the following options: Features, Controls, Metering, Lenses. These give a good overview of 35mm photography, taking users through step by step in an intelligent way that rarely leaves you floundering.

But it is in the Workshop section that the disc really comes into its own. Workshop addresses the nuts and bolts of photographic technique. Composition, Lighting, Setting Up and Exposure - the headings speak for themselves. Each of these is further sub-divided into separate exercises such as Backgrounds, Freeze/Blur/Pan, Angles of View and a host of other headings. These exercises are the best bit of the disc, using the powers of CDi to the full.

flashes up, the candles perfectly exposed, but everything else black. So try again. And believe me, this facility is so much fun you'll want to try again and again. It's almost better than the real thing and makes the disc an excellent way to learn how to improve your photography.

The only minor criticism of the disc is the way it almost always assumes we all have top of the range, all singing, all dancing cameras. I certainly don't and by the end of the disc I was getting pretty envious of all the knobs and gadgets it keeps mentioning. But this is a minor gripe. The disc is an excellent way to improve your photography and great fun for people of all ages to use. Now, where did I leave my camera...

Rating: A snappy 9/10
Cost: £39.99
Available: Now



INTRODUCING THE PHILIPS THE HORIZONS

Over the last few years, televisions have been improved in many ways, apart from one – they have all been square. Now Philips introduce the most significant innovation in television since the advent of colour: Widescreen.

The Philips Widescreen TV, with its new rectangular shape, is 33% wider than a conventional screen and enables you to experience stunning cinema-style pictures in your own home, bringing new excitement to television viewing.

The difference is enormous: films, drama, sport – on Widescreen everything becomes much more involving and seems more natural.

You can enjoy all the benefits of Widescreen viewing today with normal TV broadcasts, thanks to the built-in movie expand facility, or by watching the growing amount of video films now released in letterbox or Widescreen – the way they were intended to be seen.

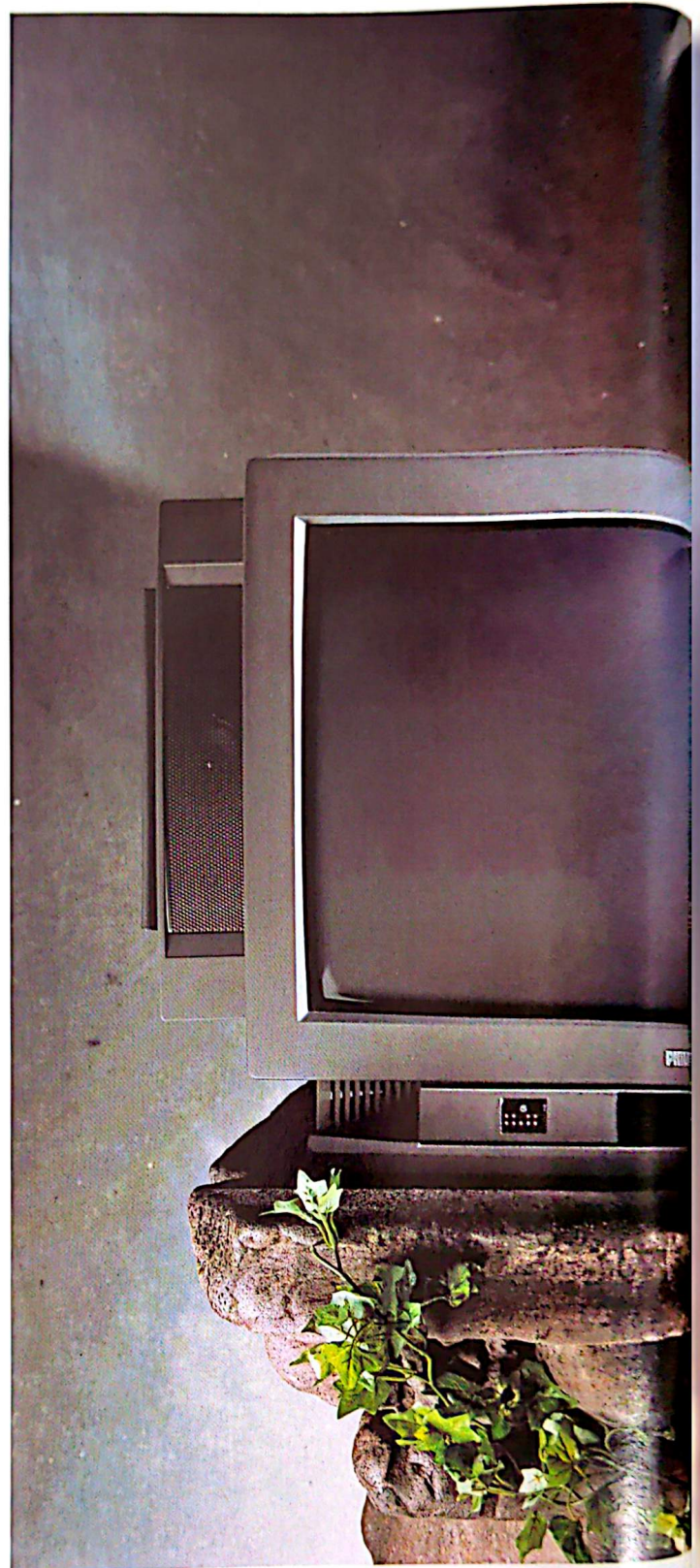
And with the increasing amount of broadcasts in Widescreen or letterbox expected in the years to come, the new Philips Widescreen sets are also prepared for the future.*

Philips have even equipped the Widescreen sets with Nicam Digital Stereo, detachable speakers, surround sound effect, NTSC playback via SCART and the latest 100Hz picture scanning, for flicker free viewing. The Widescreen range is now available in 46", 36" and 28" sizes.

Call 081 665 6350 for information on where to find your nearest Philips Widescreen dealer.

MATCH  **LINE**

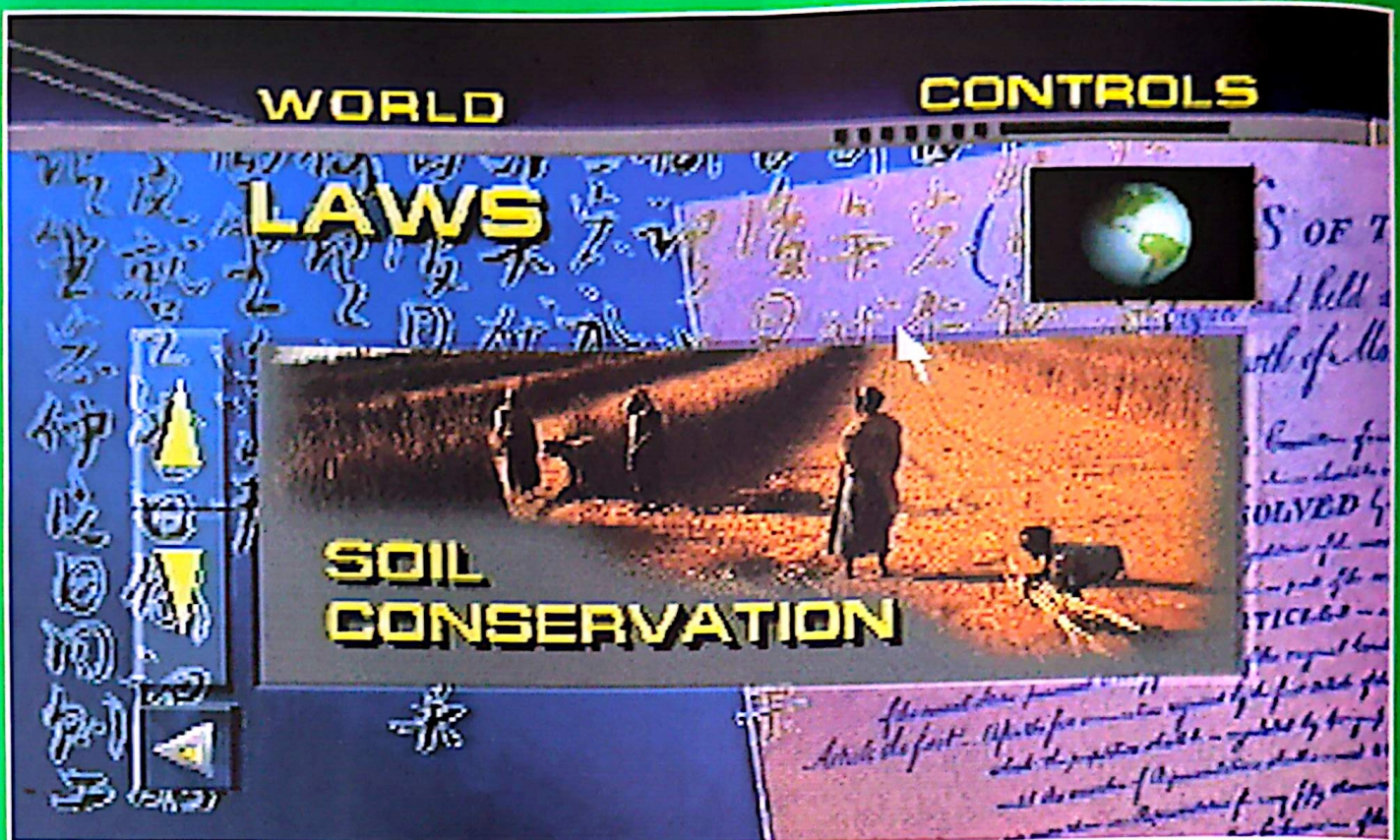
PHILIPS



* Subject to the appropriate peripheral equipment.

WIDESCREEN TV. BROADENING OF TELEVISION.





PLANET

The year is 1994. You are in sole charge of the flying eye. No, your job is not to report on the latest roadworks and jams around the M25. It's a mite more important than that. A little matter of saving the world as we know it.

The flying eye - or Eye 1 - is a spaceship, packed with sophisticated computer and telemetry equipment, orbiting the earth. It was launched by the United Nations Environmental Command (UNECOM) which has placed in the hands of the pilot (you) undreamt of economic and political powers. You can raise or lower global taxes and subsidies; you can decide worldwide environmental policies; you can even dictate the lifestyle of the planet's population. You want people to eat fewer hamburgers? You got it.

Of course, all this power is useless without the knowledge to use it constructively. To help you do so, you have at your disposal the Intelisys master com-

You have undreamt of economic and political powers, but must use them wisely to save the earth from destruction

puter - complete with the obligatory seductive female voice.

This (she?) gives you up-to-the-minute data on global trends in climate, the economy, population growth and so on.

It also provides you with a detailed, multi-layered map of the globe which zooms up to provide full-screen views of individual countries.

The map is dotted with various red, yellow and green icons which provide more in-depth information on local geo-political developments. Green denotes progress - such as successful irrigation progress in the Nile delta - yellow is a warning of disasters waiting to happen, while red is major catastrophe time: an oil slick off the California coast

or Saddam Hussein successfully exploding a nuclear weapon.

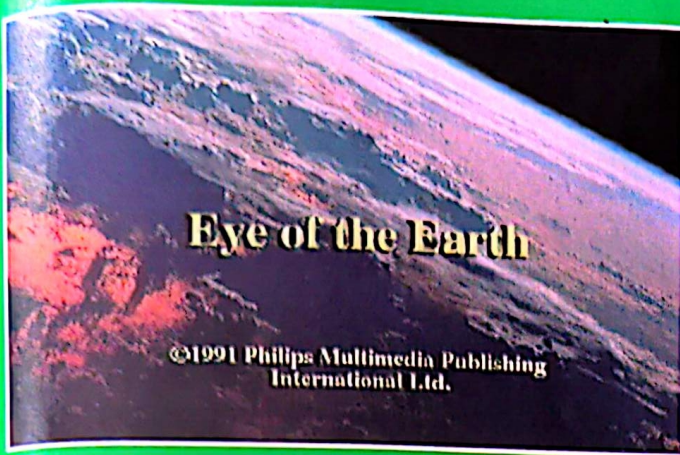
As Eye 1, your job is not only to monitor the global situation but also to dictate the best policy to put the planet back on the road to sustainable development. The wrong choices could spark an environmental catastrophe or economic armageddon. Make the right decisions and you'll never have to buy a round of drinks again. The future is in your hands.

The first thing that strikes you about this edutainment title from Philips is just how polished the whole thing is, presentation-wise. The titles screen is a cracker (an impressive video fly-past by Eye 1), the menu driven controls are responsive and,

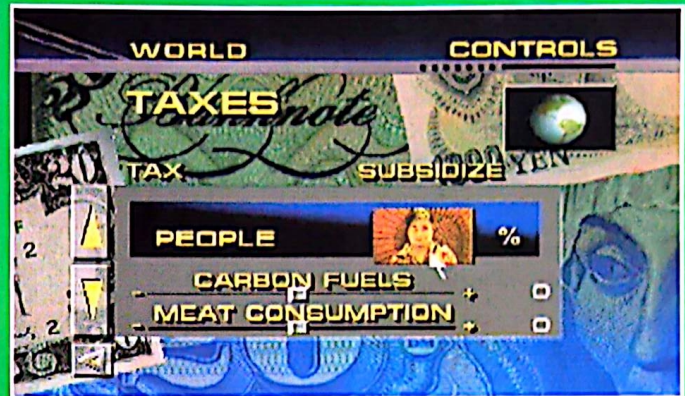
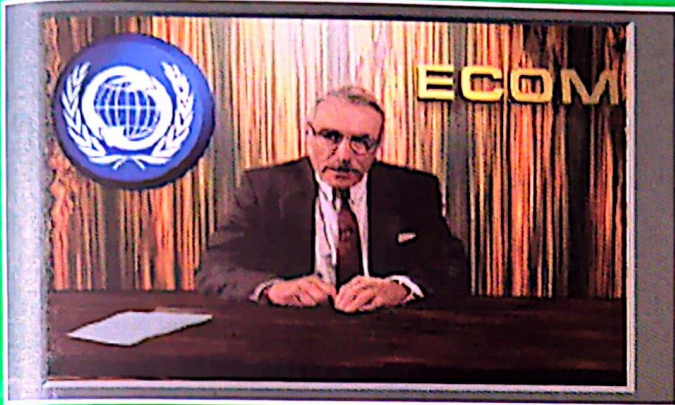
best of all, the disc moves at a fair old lick. For once, here is a CDi game free of all those incredibly tedious 10 second delays as the laser ambles across the disc to access some vital tit-bit.

Another big plus is the map itself. Simply use the cursor to point anywhere on the planetary land mass and the computer quickly zooms in to highlight the area. Another press of the button and the scan brings a particular country into view. Words alone can't really describe the sheer smoothness of this effect - it makes the map graphics on News at Ten look like they were knocked up on a Sinclair Spectrum.

The red, yellow and green "info-uplinks" are also impressive. Rather than pack all the disc's video capacity into one or two extended sections, the programmers have gone for lots of bite-sized clips of one or two seconds. These are then followed by a still image and audio commentary. The results are surprisingly effective and the



If you are to succeed in your mission, you may have to balance the UN's budget and raise global taxes to pay for putting the environment back on the road to recovery



RESCUE

ety of video clips on offer
sts the disc's lastability - the
ver feels there is always
ething new to discover.

similar piece of program-
ingenuity is the deliberate
of slightly distorted voice-
ers. On the one hand, it
ects the "reality" of earth-to-
spacecraft radio interference, on
the other hand using low quality
ound saves valuable disc space
which can instead be used to
provide even more tables of
macro-economic and geo-politi-
cal information.

By now, you may be thinking
that CDI owners everywhere
should rush out and buy this pol-
ished marriage of global infor-
mation and individual entertain-
ment. Unfortunately, it is not that
simple.

The truth is that while there
are some very good points in
Eye of the Earth's favour, there
are also a couple of heavy duty
downers as well.

Before I go any further, here
are the words of Arthur Carlyle,
the UNECOM apparatchik and
father figure who alternately con-

soles or berates you throughout
the game. "Though it might
seem your efforts are of little
consequence, you are however
sowing the seeds that may one
day create a new world."

Now this - to me - smacks of
an apology of sorts from the
programmers. Certainly they (or
the play-testers) should be
aware that whatever actions you
take in the game - whether you
are the most arid of free-marke-
teers or the dampest of interven-
tionist eco-chieftains - the globe
still proceeds on its seemingly
oblivious course. Success or
failure seems to be purely down
to chance.

Now this might be defensible
on grounds of authenticity - after
all, in the real world it does take
time for political and environ-
mental policies to make an
impact - but in terms of creating
an addictive or enjoyable game it
is a major drawback.

Secondly, the details con-
tained within the information
screens are often disappointingly
simplistic. Do all countries,
whether they are the stoutest of

the G7 or the most poverty-
stricken of the Third World strag-
glers, really spend the same pro-
portion of their GDP on
population control, the military,
the environment, debt provision
etc? I think not.

And then there is the lack of
explanation about the margins of
the game, the many hues of grey
between black and white. For
instance, if you draft laws forcing
the world to adopt recycling
policies, is there any need to
restructure the tax system to
subsidise recycling? And vice
versa? The disc is maddeningly
unclear on this and several other
points - exactly the sort of global
grey areas it should be illuminat-
ing to the viewer.

Now I may be being a trifle
unfair here. I was reviewing an
advance copy of the disc (or
"worm" as they are inexplicably
referred to) which contained
more bugs than James Gilbey's
mobile phone. It could be that a
tweak or two in the final stages
of development could tie up
some of the loose ends that
tripped me up.

But even if that does not hap-
pen, Eye of the Earth is still a
good piece of educational soft-
ware, packed with reams of eco-
nomic, political and geographical
information presented with a
polished interface that makes
discovering new facts and
trends addictive - for a while.
The problem is that all the time I
was thinking of the great strategy
cum role-playing game that
was lurking beneath the surface,
dazzling the viewer in parts but
sadly absent in the whole.

VERDICT

Excellent in parts, with a great
interface and oodles for all con-
cerned about what the future
holds for Mother Earth. But seri-
ously flawed gameplay stops
this from being the classic it
should have been.

Cost: TBA

Available: July

Graphics	9/10
Sound	8.5/10
Addictiveness	7/10
Playability	8/10

BACK TO SCHOOL

CDi is already playing its part in the classroom. In fact, hundreds of schools are using CDi in a variety of lessons, from art to history and science to music. Primary school children are also learning how to read, speak, listen and count with CDi.

"What's good about CDi is that it's very easy to set up and use", says Jim Donnelly, head of Litherland High School in Merseyside, "you just plug it into your television and off you go." Some schools are planning to put their picture slides on to Photo CD discs and watch them on the TV, rather than using a slide projector and screen.

Every teacher that has used CDi agrees that the format won't replace printed books. But what CDi does is to bring information to life in a way in which no ordinary book can.

Children can look at pictures, watch video clips and animations and listen to various sounds and music. And they can also explore all this information at their own pace.

Philips has launched the School 2000 project, which offers schools CDi educational packages for under £500. This includes a CDi player and a set of discs.

CDi is not just a fun toy to have at home. It is also playing an important role in the classroom, as George Cole explains

Some sets are designed for primary schools and include Tell Me Why, an "electronic encyclopaedia", and Story Machine, which lets children make up their own picture stories and copy them onto video tape.

Another pack of discs is aimed at middle and secondary schools and includes The Treasures of the Smithsonian museum and Time-Life Photography, which lets students practice taking photographs without wasting film. Philips has also produced CDi work booklets and set up a newsletter which lets teachers share ideas on using CDi.

The science department of Ellington High School for Girls in Ramsgate, Kent uses Tell Me Why with its younger classes. "We also plan to

use CDi for children who miss their lessons through illness", explains Dee Wardley, the head teacher, "to help them catch up later on."

One criticism of CDi is that there aren't enough titles covering topics from the national curriculum. But the publisher Heinemann recently announced maths and geography CDi discs for British schools, and HarperCollins plans to launch

educational CDi titles covering reading and science. Philips is also launching language learning discs (see next page).

But it's not all work and no play with CDi. The Glyn School in Epsom uses ten CDi decks in various lessons and has also started the Glyn Golf Open Championship.

Head teacher Stuart Turner noticed that many students enjoyed trying out their golf skills with the Palm Springs Golf disc during break time and decided to launch the Open. It costs ten pence to play a game of three holes, and the money raised goes to Glyn's Helping Hand charity fund. The Open has been so successful that Glyn is now challenging other schools with CDi decks.



CDi is an ideal format for interactive learning, and it was bound to be only a matter of time before traditional cassette-based language learning courses were transferred to CDi.

It is therefore no surprise that Philips has decided to release its Language Learning courses on CDi.

The Basic and Tourist language courses are already available on cassette and audio CD respectively, but the first two levels of the English and French Language Director course have just been launched on CDi. There are three learning levels, with each level comprising two CDi discs plus an introductory disc as well. An exact cost has yet to be fixed, but it is likely to be in the region of £170 per level for the CDi version.

CDi courses in Spanish and German will follow later this year.

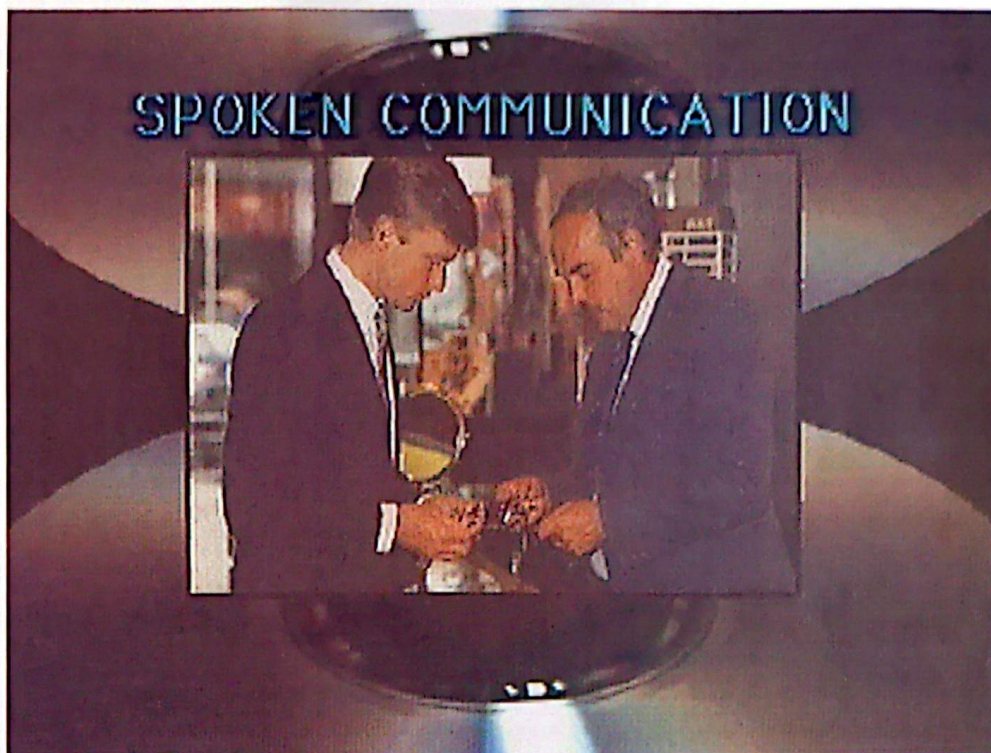
Philips' language learning courses are based on the well-known "language through pictures" method developed at Harvard University by Professor I. A. Richards. With this method, you learn in a practical and natural way, without tedious exercises or grammatical rules. All you have to do is look at the pictures and listen to the text, and then practice by repeating what you have heard.

For the purposes of this review we only had a copy of the first one English course, but it gives a useful insight into how the CDi format is adapted for learning a new language.

The introductory disc gives you an overview of how the course is structured, its principles and objectives. Level one aims to help the user achieve "communicative competence", that is to say the ability to express yourself in everyday situations and understand others using a limited vocabulary of around 500 words. Level two enables you to work with about 1,000 words which you use in about 2,000 different sentences.

All explanations on the disc are given in a choice of English, French, German, Spanish or Japanese, although the actual exercises are, of course, conducted in English.

Each of the learning discs contains three chapters. No previous knowledge is required if you start at chapter A. Depending on your knowledge and ability, learning time per level is between 35 and 50 hours.



BROKEN ENGLISH

Learning a new language can be a bore, but with CDi it is a lot more fun

The course is structured around the central idea of reliving your childhood in a foreign language. Lots of everyday situations are depicted in pictures on screen and you have to explain what is happening using simple words.

Each chapter has a lesson selector. You can choose

between speaking lessons, listening lessons or lessons based on numbers or letters. If you start with chapter A, for example, you then have to pick the lesson number which you think is most relevant to your skills. To enter a higher level, you have to pass a test before the computer will let you move up.

The test is quite straightforward. A picture will appear on the screen and the machine will play back three different sentences: A, B, or C. You have to decide which is the correct sentence to describe the picture. If you answer all the questions correctly, then the computer will issue a code number to allow you to access the next level. If you fail, the computer will tell you which lessons you need to practice again.

It is a very simple process and one that can be repeated over and over again. Accessing the CDi disc is quick and easy - there is no fiddly rewinding as on video or audio cassette.

It is a neat package which puts some fun into the often arduous task of learning a new language. It should give a good grounding to build on.

But nothing can beat the experience of using a language in its country of origin.





Anne Willan, founder of the world famous Ecole de Cuisine La Varenne cookery school in Paris, is widely recognised on both sides of the Atlantic as a leading authority on cooking. So who better to produce the first CDi cookery compact disc?

Anne spends most of her time in France travelling between Burgundy and Paris directing teaching programmes for La Varenne in both locations. It is

Moyra Fraser, cookery editor of Good Housekeeping, takes her first look at an interactive cookery disc

therefore no surprise that she chooses to present The Food of France on her first CDi title.

If, like me, you approach videos and compact discs with fear and dread, take heart. The

CDi discs are very easy to use. Be prepared to sit and play around with the disc for 30 to 40 minutes and you will find that CDi is one of the most user-friendly pieces of equipment.

It looks just like an ordinary compact disc, but has the considerable advantage of being interactive. In other words, it is not just another cookery film to sit back and watch - the viewer can control the pace of the disc and also move around within it by responding to different cues. With CDi, it is possible to slot in and out at whatever level of skill and information suits. It's a very quick process too, because there's no tedious rewinding or fast forwarding.

The Food of France is both

**BON
APPETIT**

informative and entertaining. The recipes presented on this disc cover all regions of France. Anne takes the viewer on an exciting culinary tour of every area from Normandy to Provence, recreating the most delicious regional recipes on the way.

As the disc progresses, all the recipes are beautifully illustrated with photographs and the ingredients and instructions for cooking the dishes appear clearly on the screen.

In some instances, there are even small video clips to demonstrate a more difficult technique, such as how to tie up a duck. The viewer can also select how much additional information he or she wants.

You can even switch from imperial to metric measurements at the touch of a button. And Anne includes wonderful little anecdotes about the dishes and different characters of the regions which help to bring alive The Food of France.

One nice touch is a little chef character who sometimes appears on the screen. If you click on him, he will give you some additional information about an item that appears on

the screen. A bit of a gimmick, but fun, especially for kids if they are watching.

As well as trying the recipes, the viewer can also explore the regions of France by clicking on the map shown at the beginning. These audio visual tours offer interesting and amusing details of France, French history and the French way of life, illustrated with some beautiful photographs.

As an aid to learning to cook, CDi is undoubtedly far superior to standard video tapes and has many advantages over ordinary cookery books too.

All the detailed information is there to enable the novice cook to tackle every recipe presented on The Food of France with confidence, while the experienced cook can skim over the elementary introductions and concentrate on the more advanced information. It is a very exciting new form of publishing.

Available: now
Cost: £29.99

Pot au Feu

Ingredients	Serves 8
Beef or veal shank	3 lb
Blade portion of beef chuck	2 lb
Beef flank or brisket	2 lb
Beef marrow bones	2 lb

ANNE WILLAN: BIOGRAPHY

Born Newcastle, England 1938. Masters degree (Economics) Cambridge University 1959. Studied at London and Paris Cordon Bleu Schools (Grande Diplome 1963). Became a US citizen in 1973. Founded La Varenne cookery school in 1975 at Chateau du Fey, Burgundy, France. Later opened a second school at The Greenbrier, West Sulphur Springs, West Virginia, US. Since 1991, director, La Varenne at The Greenbrier, West Virginia, US. Books published include La France Gastronomique, La Varenne Pratique, French Regional Cooking, Great Cooks and Their Recipes, and the La Varenne Cooking Course. Syndicated food columnist for the Washington Post 1984-89, Washington Star food editor 1965-67 and contributor to The Sunday Times, Observer, House and Garden and Taste in the UK.



This is a classic art and music title which allows you to listen to the recordings of the Amsterdam Baroque Orchestra while interacting with 80 paintings, etchings and drawings by the great Dutch master.

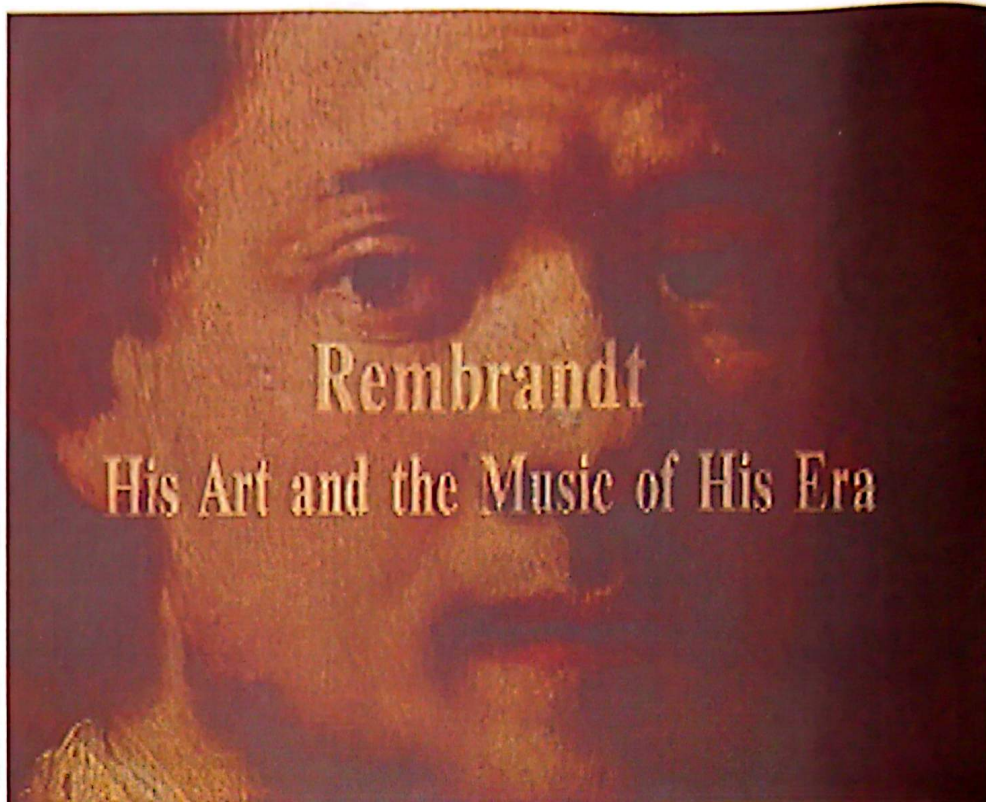
Masterpieces such as *The Night Watch*, *The Return of the Prodigal Son* and *The Syndics of the Clothmakers' Guild* are all included on the disc.

There are two galleries to choose from. Gallery one consists of family, formal and self portraits. All the viewer has to do is click on whichever section they wish to see. Alternatively, you can click on the circular symbol at the bottom of the screen to see all the sections at once.

Flags at the top of the screen enable the user to choose one of seven languages for an introductory explanation: English, Spanish, French, German, Italian, Japanese and Dutch.

Pressing on the ABC icon will bring up text with each painting, telling you its name, the date it was painted and where it is currently displayed. Details of the music that accompanies each section appear on the screen at the beginning of the sequence. If you want to jump to the next gallery, just press on the Express icon.

Gallery two includes Rembrandt's landscapes and religious paintings and a tour of the sights of Amsterdam and Leiden, Rembrandt's birthplace. There is a nice mix in this latter part of contemporary photographs and old maps and



Rembrandt His Art and the Music of His Era

DUTCH MASTER

Explore Rembrandt's art and listen to the music of his era played by the Amsterdam Baroque Orchestra



There are two galleries to choose from. Portraits (left, above) appear in gallery one, landscapes in gallery two

drawings of the city and surrounding area.

CDi is an ideal format for this type of disc. The reliance on still photographs is no hindrance when viewing the paintings, and you get a series of close-ups with each picture. It's certainly much less tiring than wandering round a museum.

If there is one criticism, it is that the disc could be more interactive. It would be great if you could zoom in and out of details on each painting using the remote control, thus becoming your own "camera", rather than relying on the close-ups that the producers have chosen for you. And some more information on Rembrandt and his art, in text or spoken form, would be worthwhile.

Available: now
Cost: £15.99

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WH SMITH CDi STOCKISTS

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Leicester Gallowtree Bromley Kingston-Upon-Thames**



GIVE US A CLUE

Picture this scene. A live, walking Colonel Mustard crosses a three-dimensional Cluedo board and enters the study. Inside, he is surrounded by various artefacts in a panelled room. He picks up the telephone and makes a call to the local police station to find out if there have been any further developments since the murder took place the night before.

If this sounds far

Cluedo, which is due out in 1994, the company is working on a CDi version of the Granada TV series *Disappearing World*, a nostalgia quiz called *Do You Remember the Sixties?*, and an *Illustrated History of the World*.

The company has also signed a joint venture with Action Time, a leading producer of light entertainment shows.

Later this year it will launch a fashion and make-up lifestyle title for teenage girls in conjunction with Philips. Among other things, this will enable the user

It should be worth the wait. Early prototypes of Cluedo look promising and 3T is also planning to use FMV footage in its *Disappearing World* disc which is also due out next year. The company is also close to signing a contract to produce an FMV title about natural history.

Despite the early hitches, 3T is investing "a lot of time and money" in CDi.

"We previously worked on an interactive video and wanted to move into multimedia in the 90s," says Keith. "CDi is right for us because we have a lot of experience producing educational software for TV companies. We are used to using drama in corporate videos and the TV medium made it relevant for us to get involved in CDi."

Keith believes CDi has a significant advantage over other formats because the hardware and software is available now. "There is nothing available to compete with CDi today, although obviously other formats such as 3DO are supposed to be under development. But I haven't seen any 3DO titles yet."

The cost of developing a CDi title can vary enormously depending on the type of material put into it, but typically it could be anything from £50,000 for a very basic title up to £250,000 or more for one which includes FMV.

"Our main criteria for choosing the subject matter for a title is that it should be entertaining and have a high degree of interactivity," he says.

3T Productions in Manchester is busy working on several new CDi titles. Andy Clough finds out why

fetches, then you should think again. Manchester multimedia company 3T Productions is already working with Waddingtons Games to produce an interactive version of *Cluedo* which will include full motion video footage.

Players will move real people across the screen on a three-dimensional set. Whether you are Colonel Mustard or Professor Plum, you will be able to enter any of the rooms in the house, interrogate other players, play flashbacks and even send items to the forensic department for checking.

3T Productions is at the forefront of developing new CDi titles. As well as interactive

to make up a model's face on the TV screen at home in a host of different ways.

3T marketing director Keith Downes believes the future of multimedia lies with CDi. "CDi's success will come from providing family entertainment," says Keith. "Games machines like Sega and Nintendo can't do that. CDi will succeed because its appeal is so much greater than anything else currently on the market."

Keith sees CDi as the next technological revolution to take place in the family's living room, following on from the development of video and CD audio. "I am confident that CDi will break into the mass market, but we are realists and there have been some early technical problems, particularly with the development of full motion video."

FMV is the holy grail which many people believe will help CDi break into the mass consumer market. The launch of the first FMV titles was delayed last year, but the first titles are now due for release in the autumn.

"FMV is the big attraction, but many people are holding back until it happens," says Keith.



LETTERS

Last year Philips published an in-house magazine for CDi owners. Here we publish a selection of the letters they received. We hope many of the suggestions have been incorporated into the first issue of CDi Magazine, which is published independently by Haymarket Publishing. If you have a gripe, question or comment about CDi write to the Editor, CDi Magazine, 60 Waldegrave Road, Teddington, Middlesex TW11 8LG. We reserve the right to edit readers' letters before publication.

YOUR WISH...

Sir,

I am looking forward to further issues of CDi Magazine. However, I do think it would be better if it had more in-depth reviews and a demo CDi attached to the front cover would almost certainly boost sales. There should also be a letters page to answer questions from readers.

I am also very impressed with a number of games, particularly *Escape from CyberCity* and *Mystic Midway*. They are interesting and fun and the graphics and sound are outstanding.

Enclosed is an idea for a World Grand Prix game.

Ian James
Cheshire



Many thanks for the sketches for the Grand Prix game. As you will see from our Video Speedway celebrity challenge on pages 22/23, your idea has become a reality - Ed.

YOUR IDEAS...

Sir,

I am glad to say that I am the proud owner of a CDi player and I am overwhelmed by the machine's capabilities.

I bought it mainly for games and educational software for my two young girls and the games for myself. I presently have 14 titles, of which seven are games. The games I like best are *Palm Springs Golf*, *Escape from CyberCity*, *Mystic Midway*, *Pinball* and *Dark Castle*. I look forward to the release of similar games in the future and the launch of the FMV module for

interactive films.

As for the magazine, it would be better if the games were reviewed and given a percentage score for depth of game, playability, graphics, sound and lasting appeal. There should be two independent reviews of each title, followed by screen-shots, to give the prospective buyer more of an idea of what to purchase first. A hints and tips column, sent in by other readers, and a pen pals column for CDi users to get in touch with each other would be useful.

I have owned nearly every kind of home computer and console available, including the Commodore 64, 128, 500, Atari 520, Spectrum, Sega Mega Drive, Nintendo and Super Nintendo. I found the Super Nintendo the best, but I have sold this and 22 games to buy my CDi. I hope you will take my suggestions for the magazine seriously.

G Coleman
Clwyd

As you will see, we have indeed taken your suggestions seriously - Ed.

JOYPAD...

Sir,

I own a Philips CDi and I think Philips should bring out a joystick with several buttons, not just two, so it is easier to play more complicated action games. Philips should also bring out some beat 'em up games, like *Streetfighter II*.

William Boyd
Guildford

Philips say a joystick controller will be available in September - Ed.

REVIEWS...

Sir,

As a 17 year old my interests are aimed at games and special

interests, and so far my CDi machine has been incredible. However, I would like to make some suggestions about the magazine.

I think software and hardware reviews are priceless to consumers such as myself. I know from friends and my own experience that reviews for games in other magazines (such as PC, Sega and Amiga magazines) are what we all look to before buying a title.

For example, I am planning to buy *Escape from CyberCity* but I have never seen a screen-shot from the game, nor have I heard about how well it plays or how easy or hard it is. For me, £35 is a fair bit of money and not to be gambled with.

I suggest that a CDi owner is loaned a sample of a forthcoming title to review, which can then be edited along with the screen shots and printed in the magazine. Although this could damage the sales of bad games, it boosts sales of the good ones. The net result is happier consumers who don't feel they've been ripped off and software manufacturers are forced to set a higher standard. In the long term, the good titles begin to shine through and the rubbish gets left out.

Chris Williams
Hermitage



We agree with what you say! If readers have comments on particular titles, let us know - Ed.

SCHOOLS...

Sir,

The main reason we have a CDi is because my wife runs a nursery school from home. Up until recently our nursery computing was centred around a BBC Micro. As soon as I saw CDi, the application to pre-school children became obvious. Philips has put a lot of effort into the system for this age group with the software and children's roller controller.

We have found that children with learning problems have instantly related to the system -

the stimulation is definitely beneficial. So if you need anyone to review pre-school software, let us know.

John & Glynis Parsons
Ringwood

USERS' CLUB?

Sir,

We are really enjoying our CDi player but I do have one suggestion to make. Have you considered setting up a CDi users' club? We think it is a good idea, what do you think?

Mr & Mrs D G Thomas
Rainhill

Anyone else out there interested? - Ed.

SUPER SOUND...

Sir,

I would like to say how impressed I am with my Philips CDi 220 player since I bought it last year. My kids own a Super Nintendo and they have hardly played with it since we bought CDi. I also own a quality CD audio player (NAD 5440) and am pleased to say that the CDi player sounds every bit as good as it does.

I have connected the CDi player through my large audio visual amplifier which incorporates Dolby Pro Logic and DSP surround sound. I was amazed to find that the *Defender of the Crown* game is recorded in Dolby surround sound. This adds a lot to the atmosphere of the game.

I look forward to future developments, especially full motion video, with great interest. Keep the new titles coming. As a new format this will, I feel, sink or swim by the quality of the software available.

A Benstead
Bournemouth

EDUCATION...

Sir,

Since purchasing my CDi player last year I have been very impressed with the machine and the quality of the software available, considering that the technology is still in its infancy.

One thing I have noticed, however, is the lack of any edu-

SUGGESTIONS?

Sir,

I am writing in response to your request for suggestions about the new magazine. It is a great idea, I must say. It addresses both the problem of informing the masses about CDI, an admittedly difficult task given CDI's innovative nature, as well as keeping and nurturing the enthusiasm of existing owners in an informative and upbeat way.

However, in future issues I hope to see independent, in-depth reviews of products and titles, possibly using respected people from each field in which CDI will be used (ie computer games, movies, the arts, education, music etc). There should also be stories of users' experiences with CDI and certain titles, with hints and tips on how to get the best from them and the equipment used to play them on.

There could also be a suggestions box for ideas for new titles and a letters page (here it is, Ed). I know it is very early days yet, but this technology looks to be taking off in a big way, and I believe the future is not quite as far away as people seem to think.

A Penny
Southampton

MORE INFO

If you need more information on CDI, phone the following numbers:
Where to buy - call 0800 885 885
Philips hotlines - call 081-781 8457/
8251 or 081-665 6350

ational titles for older children or adults, apart from special interest titles such as painting and music. I also have an ordinary CD-ROM player connected to a PC and have some excellent packages such as Bodyworks, Compton's Multimedia Encyclopedia and Science Adventure.

Surely the improved specification and nature of the CDI system make it an ideal machine for this kind of subject matter. I'm sure the interest in this type of software would be great. Here is a list of games I think would benefit from the CDI treatment:

Space Crusade, Dungeon Master, Risk, Scrabble, American Football, Trivial Pursuit, Scruples, Global Effect, Mahjong, Populous, Supremacy, Millennium 2.2/Deutros, Battle Isle.

As well as the above, the CDI system would be capable of running some stunning graphical adventure games with animated (or live action) sequences and loads of text. The possibilities are endless.

Martin Campbell
Ballymena

BAD MANNERS...

Sir,

Since purchasing our CDI player at the beginning of January we have built up a small collection of children's CDI discs. We have also bought Palm Springs Open, which we really enjoyed until the commentator swore after a foul shot.

Could you please make it clear there are swearing or nude or semi-nude scenes on any future CDI titles, as once a CDI title has been paid for you cannot swap it for another. Otherwise, there is no way of knowing what exactly is on it.

Mrs I D McKee
Bishopston

SOFTWARE...

Sir,

The CDI machine is simple to use and the only quibble I can find with it is the remote control, which is difficult to use with the faster types of game. I know I shall have to buy a mouse or joystick to alleviate this problem.

Also, is Philips going to keep complete autonomy over software releases, or will it let inde-

pendent software houses produce their own? Although this inevitably means losing control of the quality, it will extend choice and variety.

The few software titles I have are generally of good quality. Treasures of the Smithsonian is a good example of what CDI can do, but it is too wide ranging in its subject matter to be taken as a serious reference work.

Laser Lords really comes to life with its characterised voices, but the graphics look sloppy and hastily done in a lot of places. The title sequence might as well not be there, it is so plain. The golf was probably the main showcase for the machine in the early days and the main reason people bought one.

The only gripe about it is that it doesn't keep a scorecard for each hole. And why doesn't Escape from CyberCity have entry codes so you can skip past the parts you have seen umpteen times before?

There are a few things I would like to see in future issues. How about an interview with a software manufacturer about how a title is put together and how the data is laid out on the disc? More depth in the reviews of the software would be better and it would be nice to hear how CDI is doing in other countries and what people are using it for (schools, business, leisure etc).

There are a few titles I would like to see appearing on CDI, such as a card game, an encyclopaedia, Trivial Pursuit and Dingbats. An atlas with photos and history of each country would be good too.

Basically more of everything, including games. I know Philips is trying to make CDI more than just a games machine, but this is a massive market that cannot be avoided.

Simon Bullman
Harlow

Anyone can produce a CDI title - it doesn't have to come from Philips. We will review independent titles as soon as they become available - Ed.

TOPICS...

Sir,

I have written to you as I have recently purchased one of your excellent CDI machines, and I thought I would pass on to you some constructive feedback. Firstly, the packaging of the discs. Why change an already

tried and tested case (ie a standard jewel case)? I know you want it to look different from audio CDs, but it should at least have the same dimensions as ordinary CD cases for ease of storage.

I also hope there will soon be some UK oriented titles on the education/information front. I appreciate America will always be the biggest market, but for CDI to succeed elsewhere there is a need for software for the home market.

I was impressed with Treasures of the Smithsonian, not just for its content, which is fairly large, but for the possibilities for this kind of software. After using this disc, I wanted to know more about subjects I would not normally think twice about. Surely the next step would be to have titles on individual topics such as The History of Flight, Architecture, The Natural World and so on.

This would allow for more in-depth information on any given subject. I am not saying we should do away with books, but as a starting point of reference, which can also be an entertaining way for adults and children to learn about the world around them, this is an ideal format.

I guess you've realised by now that I am very enthusiastic about this new system and, like you, I want it to grow and survive. I just wish to say again how impressed I have been so far with the player and the software - here's to the future!

D Humphries
Luton

CARICATURE COMPETITION WINNERS

The following are the lucky winners of the Philips Create Your Own Caricature competition which ran from November 1992 to March 1993. Entrants had to identify the character on the front of the Caricature CDI title (Baroness Thatcher) and name the year in which Spitting Image will celebrate its tenth anniversary on TV (1993). They received either the Best of Spitting Image video or a Spitting Image T-shirt.

November

Video: J Mills - Tyne & Wear
T-shirt: K Kiemz - Nottingham

December

Video: S V Full - Derbyshire
T-shirt: P S Lewis - Basingstoke

January

Video: W Worsley - Warrington
T-shirt: I Fraser - East Lothian

February

Video: J Goldsmith - Stoke
T-shirt: J Houlin - London

March

Video: A Young - Gravesend
T-shirt: P Naylor - Leeds



CDI SOFTWARE CATALOGUE AND PRICE LIST 1993

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A Visit to Sesame Street - Numbers	£29.99	690 019 2
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Eye of the Earth	TBA	810 007 2
Go	£29.99	810 002 0
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Inca	£39.99	810 012 6
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CDI SOFTWARE CATALOGUE AND PRICE LIST 1993
OTHERS

	PRICE	CATALOGUE NO
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Mystic Midway	£34.99	690 152 2
Laser Lords	£39.99	690 074 2
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Dixons, Comet, Co-op, YEB,
Amrik Electronics, Erricks

BRAINTREE

Dixons

BRENTWOOD

Dixons,
Kelleys, Hi Spek Electronics

BRIDGEND

Comet, Dixons

BRIDGEWATER

Acland Radio & TV

BRIDPORT

Tiger Software

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CAMBRIDGE

Dixons, Radio Rentals, Staff
Shop, Comet, Hughes, Robert
Sayle

CANNOCK

Comet, Currys, Webb Brothers

CANTERBURY

SEEBOARD, Currys, Dixons,
Comet

CARDIFF

Comet, Dixons, Currys, Radio
Rentals, Howells, Virtual Reality,
Radiocraft Sonus, Virgin

CARLISLE

Dixons, Comet, Peter Tyson, Co-
op, NORWEB

CARMARTHEN

Comet, Jones TV & Electrical

CASTLEFORD

Judge Vision Sound & Service

CATERHAM

Visions

CHADWELL HEATH

Comet

CHATHAM

Dixons

CHEADLE HULME

Comet

CHELMSFORD

Dixons, Comet, Currys

CHELTENHAM

Hutchinson TV, Cavendish
House, Radio Rentals, Dixons,
Comet

CHESHAM

D L Chittenden

CHESTER

C Horswill & Co, Tomorrows
Studio, New Dawn Hi-Fi, Comet,
Dixons, Currys

CHESTER-LE-STREET

Co-op

CHESTERFIELD

Co-op, F L Smith, Dixons

CHICHESTER

Dixons

CHINGFORD

Comet, tempo

CHIPPENHAM

Southern Electric

CHORLEY

H Plumb & Sons

CLACTON-ON-SEA

Dixons

CLYDEBANK

Clydesdale Electrical Stores,
Dixons, Currys

COLCHESTER

Currys, Dixons, Radio Rentals,
Comet, Hughes, Levett & Ward,
Co-op

CORBY

Timms TV

COVENTRY

Naam Hi-Fi, Co-op, NORWEB,
Comet, Dixons, Radio Rentals,
CRS Homeworld, Currys

CRAWLEY

Currys, Staff Shop, Dixons

CREWE

Dixons, Martin Dawes

CROYDON

Currys, W H Smith, Staff Shop,
Radio Rentals, Dixons, Tempo,
Sevenoaks Hi-Fi, SEEBOARD,
Alders

CWMBRAN

Millers TV, Dixons

BAGENHAM

Comet, Jackson Radio, RGB

BARLINGTON

Goodrick, Dixons, Comet, Radio Rentals

BARTFORD

Co-op, Anco Marketing

BEAL

Dixons

BERBY

Radio Rentals, Dixons, Reliance Electrical, Manton Electric, Co-op, Gordon Harwood Computers

BEWSBURY

Webb & Barker

BINGWALL

Emslie & Simpson
JSS: Hughes

BONCASTER

De Cobain Sound & Vision, Dixons, Comet, Currys
DOUGLAS: Waltons TV Manx, Paul Whitmore

DOVER

Dixons

DROMORE

Lisnasore Interiors

DUDLEY

NORWEB, Derann Audio Visual, Martin Davies, Dixons, Comet, J D Brown

DUNFALMLINE

Dixons, Clydesdale Electrical Stores

DURHAM

Dixons, Currys, Staff Shop

EAST BRIDGE

Co-op

EASTBOURNE

Smythe & Barrie, Computer Madhouse, Dixons

EASTLEIGH

Comet

EDINBURGH

Comet, Dixons, Clydesdale Electrical Stores, Dixons, Currys, Radio Rentals, Hi-Fi Corner, Carl Dyson, John Lewis, Diamond Computers

EDMONTON

Dixons

ELLSMERE

County TV Services

ELTHAM

Co-op, Dixons

EPING

Chew & Osborne

EPSOM

Peter Shee, Dixons

EXETER

CRS Homeworld, Currys, Comet, Dixons

FAKENHAM

Hughes

FALKIRK

Comet

FAREHAM

Dixons

FARNBOROUGH

Dixons, Future Zone, Peter Shee

FELIXSTOWE

Hughes

FOLKESTONE

V J Hi-Fi, Dixons

GATESHEAD

Dixons, Currys, Comet, Clydesdale Electrical Stores, House of Fraser

GERRARDS CROSS

Video Factor

GILLINGHAM

Dixons

GLASGOW

Dixons, Comet, Clydesdale Electrical Stores, Radio Rentals, Currys, Staff Shop, Robert Smith, Strathtel, Robert Whyte Photographic, Music Room, Hi-Fi Corner, Arnotts, Frasers, Scottish Power Sound & Vision

GLOUCESTER

NORWEB, Co-op, Cleartone, Dixons, Currys, Comet
GODALMING: Godalming Radio

GRAVESEND

Westman Computers, Comet, Radio rentals, Tempo, Mann's Audio Video, Dixons

GRAYS

Currys

GREAT YARMOUTH

Dixons, Hughes

GREENOCK

Scottish Power Sound & Vision

GRIMSBY

NORWEB, Currys, Comet, Dixons, J A H Associates

GUERNSEY

Teleskill

GUILDFORD

Techno, Southern Electric, Army & Navy, Peter Shee, Hemmings, Comet, Dixons

GUISLEY

Comet

HAILSHAM

Clearview

HALESOWEN

Comet

HALESWORTH

Hughes

HALIFAX

Fred Moore, Dixons

HALTWHISTLE

Dutchwest

HAMILTON

Staff Shop

HANLEY

Dixons

HARLOW

Dixons, Comet, Tempo

HARROGATE

Horton & Hollender, NORWEB, Comet

HASTINGS

Staff Shop

HATFIELD

Comet, Tempo

HAYES

Comet

HAYES END

Stuart TV & Hi Fi

HAYWARDS HEATH

Dixons

HEANOR

Logic Electrical

HEATHFIELD

Clearview

HELSTON

ETS

HEMEL HEMPSTEAD

Dixons

HEREFORD

Hereford Hi-Fi & TV, Dixons

HIGH WYCOMBE

Comet, Dixons, Future Zone, C F Lake, John Lewis

HINCKLEY

Brightmores of Burbage

HOCKLEY

Dennys

HORNSEY

The Studio

HORSHAM

Radio Rentals, Dixons

HUDDERSFIELD

Frank Platt, Advance, Comet, Dixons

HULL

Comet, Dixons, 4 Play, YEB, Hammonds, Martin Dawes

INVERNESS

Currys, Comet

IPSWICH

Comet, Dixons, Hughes, C E Matthews

IRVINE

Clydesdale Electrical Stores

KENDAL

Kenneth Gardner, Dixons

KETTERING

Co-op, Dixons

KIDDERMINSTER

NORWEB

KILMARNOCK

James H Donald

KINGS LYNN

Dixons, Comet, Currys, Co-op, Wheelers

KINGSTON

Radio Rentals

KINGSTON-UPON-THAMES

Barkman Computers, Bentalls, John Lewis, W H Smith, Virgin Games Store, Dixons

KIRKCALDY

U-Vu Systems, Comet

LANCASTER

Dixons, Kenneth Gardner
LARKHALL: F B Craig
LEAMINGTON SPA: The Power People, Walls TV & Video

LEEDS

NORWEB, YEB, Jones of Oakwood, De Cobain Sound & Vision, Tecno, Amrik Electronics, Currys, Radio Rentals, Dixons, Comet

LEICESTER

Comet, Dixons, W H Smith, Mays Hi-Fi, G W Cowling, A G Kemble, Jessops Photographic, The Stereo Shack, Kingstones, NORWEB, EMEB, Rackhams, Techno, Co-op

LEIGH

H Plumb & Son

LERWICK

Tait Electronics

LICHFIELD

Dixons, Bradshaws Radio & TV

LINCOLN

Sykes Video Links, Co-op, Dixons, Comet, Radio Rentals, Currys
LISBURN: Dixons

DEALER DIRECTORY

LIVERPOOL

Dixons, Comet, HMV, W H Smith, Currys, Radio Rentals, George Henry Lee, NORWEB, Goodrights

LLANSAMLET

Currys

LLANTRISANT

CRS Homeworld

LONDON

BETHNAL GREEN

Tempo

BOREHAMWOOD

Tempo

BROMLEY

W H Smith, Dixons, Allders, Army & Navy

CAMDEN

Dixons

CENTRAL

Virgin Games Store, HMV, Staff Shop

CHARLTON

Comet, Currys

CHELSEA

Techno

CHISWICK

H C Wheatlands, Dixons

CRICKLEWOOD

Currys

EALING

Dixons

EDGWARE

Musical Images, Dixons

ENFIELD

Dixons

FINCHLEY

Hi Spek Electronics

FULHAM

Radio Rentals, Dixons

HACKNEY

Tempo

HAMMERSMITH

Dixons

HARROW

Dixons, Mannerings & Son, GTV Electrical

HENDON

W H Smith, Dixons, John Lewis

HOUNSLOW

Dixons, Musical Images

ILFORD

Woolfmans, Virgin Games Store, Dixons

ISLEWORTH

Comet

ISLINGTON

Radio Rentals, Bartletts, Grahams Hi-Fi

KENSINGTON

Dixons, Radio Rentals, Tempo, Barkers

KILBURN

Dixons

LEWISHAM

Army & Navy, Radio Rentals, Dixons

NORTH FINCHLEY

Garland Electrical, The Video Store, Tempo, Adams World of Software

PADDINGTON

Hi Way Hi-Fi, Deans, The Video Store, Dixons

PECKHAM

Dixons

PUTNEY

Dixons

RAYNES PARK

Paul Electrical

RICHMOND

Dixons, SEEBOARD

ROTHERHITHE

Dixons

STRATFORD

Dixons

STREATHAM

Dixons

TOOTING

Dixons

TOTTENHAM

Currys

TOTTENHAM HALE

Comet

VICTORIA

Dixons

WALTHAMSTOW

Dixons

WANDSWORTH

Dixons

WEMBLEY

Comet, Dixons

WEST EALING

Dixons

WIMBLEDON

Dixons, Comet

WOOD GREEN

Dixons

LONDONDERRY

Currys

LOUGHBOROUGH

Dixons, Stuart Westmoreland

LOWESTOFT

Hughes

LUTON

Dixons, Comet

MACCLESFIELD

Dixons

MAIDENHEAD

B&B Hi-Fi, V A Climo

MAIDSTONE

Army & Navy, Radio Rentals, Dixons, Comet

MALPAS

Barlows

MALVERN

H Preston

MANCHESTER

D&T Electronics, Diamond Computers, Kendals, Clearstone, Dixons, Currys, Radio Rentals, Virgin Megastore, Clydesdale Electrical Stores, Comet

MANSFIELD

Dixons, Co-op

MARGATE

V J Hi-Fi, Thornton Bobby, Comet, Dixons

MELTON MOWBRAY

Stuart Westmoreland

MIDDLESBROUGH

Binns, Dixons

MILL HILL

Comet

MILTON KEYNES

Dixons, Radio Rentals, John Lewis, Southern Electric

MITCHAM

Staff Shop

NEW MALDEN

Comet, tempo

NEWBURY

Dixons

NEWCASTLE-UPON-TYNE

Comet, Dixons, Lintone Audio, Fenwicks, Co-op, Bainbridge, J G Windows, Co-op, Currys, Radio Rentals

NEWHAVEN: Clearview

NEWMARKET: Staff Shop, Dixons

NEWPORT: Dixons, Currys, Comet

NEWTON ABBOTT

Co-op

NEWTON-LE-WILLOWS

Tomorrows Studio

NEWTONABBEY

Currys, Radio Rentals, Laser

NORTH SHIELDS

Currys, Comet

NORTHALLERTON

Maxwells

NORTHAMPTON

Dixons, Comet

NORTHWICH

Martin Dawes

NORTHWOOD

The Satellite Place

NORWICH

One Step Beyond, The Power people, R C Snelling, Hughes, Bonds, Comet, Dixons, Currys

NOTTINGHAM

Currys, Radio Rentals, Comet, Dixons, Co-op, Jessops, NORWEB, Fishers, Nottingham S & V, Griffin Brothers, ENL Audio Visual, The Computer Store

OLDHAM

Comet, Dixons

ORPINGTON

Dixons

OXFORD

Currys, Comet, Dixons, Lewis's (Owen Owen)

PAISLEY

Dixons, Radio Rentals, John McLachlan, Co-op, Arnotts

PENRITH

Sydney Bakewell

PERTH

W M Coupar, Scottish Power Sound & Vision, Clydesdale Elec

PETERBOROUGH

Comet, Dixons, Radio Rentals, John Lewis, Co-op

PLYMOUTH

Co-op, Dingles, Jessops Photo/Video Store, Radio Rentals, Dixons, Comet

PONTEFRAC

Comet

PONTYPRIDD

Currys

POOLE

Dixons, Comet, Atlanta Radio Vision Reach

PORTSMOUTH

Peter Shee, Dixons, Comet,
Radio Rentals

PUTTERS BAR

Comet

PRESTON

Dixons, Comet, Radio Rentals,
Clydesdale Electrical Stores,
Norman Audio, Martin Dawes,
Goodrights

RAMSGATE

Dixons

RAYLEIGH

Comet

READING: Dixons, Radio
Rentals, HMV, Virgin Megastore,
SBS Hi-Fi, Jumbo Home
Entertainment, Heelas

REDCAR

Dixons

REDHILL

Staff Shop, Dixons, Tru-Fi

REDRUTH

CRS Homeworld

RENFREW

Currys, Comet, Clydesdale
Electrical Stores

RHYL

Dixons

ROCHDALE

Martin Dawes, Cleartone, Comet

ROCHDALE

Comet

ROME

Comet, Dixons, Currys, Diamond
Computers

ROTHAM

Retail World (YEB), CRS
Homeworld

RUGBY

Comet

RUNCORN

Dixons

SAFFRON WALDEN

Chew & Osborne, Goddards
SALE: Tomorrows Studio

SCUNTHORPE

NORWEB, Kirk & Frith, Dixons

SEAHAM

John Calvert

SEVENOAKS

Sevenoaks Hi-Fi

SHEFFIELD

Martin Dawes, Advance, House
of Fraser, Cole Brothers, Co-op,
Currys, Comet, Radio Rentals,
Virgin Games, Comet, Dixons,

SHIPLEY

Peter Dyer

SHREWSBURY

Martin Dawes, McCartneys TV,
Dixons

SIDMOUTH

Ford & Sons

SITTINGBOURNE

Brittain & Hobbs, Dixons

SLOUGH

Dixons, C F Lake

SOLIHULL

Dixons, Comet

SOUTH SHIELDS

Binns, Thompson Bros

SOUTH WOODFORD

Radio rentals

SOUTHAMPTON

Radio Rentals, Staff Shop, ,
Dixons, Comet, Tyrrell & Green,
Peter Shee, R Upfield

SOUTHEND

Dixons

SOUTHPORT

Staff Shop, Goodrights, H
Plumb, Tomorrows Studio

SPEKE

Comet
ST ALBANS: Dixons, W Darby &
Co

ST HELENS

Comet, Dixons, Clydesdale
Electrical Stores, H Plumb &
Son, Martin Dawes

STAFFORD

Ralph's Studio, Co-op, Dixons

STAINES

Dixons, Peter Shee

STAMFORD

Dixons

STEVENAGE:

Comet, Currys,
Dixons, Tempo

STIRLING

Dixons, Radio Rentals

STOCKPORT

Staff Shop, Currys, Dixons,
Comet, Hamlets Audio Visual,
Martin Dawes, Yeoman & Russell

STOCKTON-ON-TEES

Co-op, Comet

STOKE-ON-TRENT

MEB, Martin Dawes, Eric Alcock,
Comet

STOURBRIDGE

Geoff Hill

STOWMARKET

Hughes

STRANRAER

A McKenzie

SUNDERLAND

Dixons, Parrys

SUTTON

Tempo, Currys, Dixons

SUTTON COLDFIELD:

Dixons,
Comet

SWANSEA: Radio rentals,
Dixons, Comet, Mertec
Computers, David Evans

SWINDON: Hickmans, The
Power People, Burden
Electronics, Dixons, Comet,
Radio Rentals

TAUNTON: Dixons, Paul
Roberts Hi-Fi

TELFORD: Dixons, Comet,
Currys, Radio Rentals

THETFORD: Hughes

THORNTON-CLEVELEYS

Kenneth Gardner

THURROCK

20/20 Vision, Dixons

TORQUAY

Dixons, radford

TROWBRIDGE

Currys, Dixons

TRURO

Dixons, ETS

TUNBRIDGE WELLS

Co-op,

SEEBOARD

Dixons, Comet

UXBRIDGE

Dixons

WAKEFIELD

Dixons, Comet

WALLINGTON

Comet

WALSALL

Dixons

WARLEY

A E Chapman, T C Hayes

WARRINGTON

John Littler, Tomorrows Studio,
H Plumb & Son, Comet, Radio
Rentals,

WARWICK

Owens

WASHINGTON

Staff Shop

WATFORD

Radio Rentals, Comet, Dixons,
Hi-Fi City, Trewins

WELLINGBOROUGH

Dixons

WELWYN GARDEN CITY

John Lewis

WEST BROMWICH

Dixons

WEST THURROCK

Comet, House of Fraser, SEE-
BOARD, Tempo

WEST WICKHAM

Pickhurst Electronics

WESTON SUPER MARE

Dixons, Peter Castell, Comet

WETHERBY

Horton & Hollender

WHITEHAVEN

Brooks Music Centre

WIGAN

Tomorrows Studios, H Plumb,
Martin Dawes, Cleartone, Comet

WILMSLOW

Yeoman & Russell, Martin Dawes

WIRRAL

NORWEB, Morris & Pinch

WISHAW

System Design Audio Visual,
Clydesdale Electrical Stores

WITNEY

Dixons

WOKING

Dixons, Peter Shee, Bartletts,
Alders

WOLVERHAMPTON

Cleartone, James Beattie,
Dixons, Comet

WOODFORD GREEN

Broadway Music

WORCESTER

Naam Hi-Fi, MEB, Dixons

WORKSOP

F L Smith

WORTHING

Churchers, Lyles, Dixons

WREXHAM

Radio Rentals, T E Roberts

YEovil

Dixons

YORK

Currys, Radio Rentals, Dixons,
Comet, Wall of Sound, Yorcom

CDi TOP 20

- 1 **Palm Springs Golf**
- 2 **Caesar's World of Gambling**
- 3 **Escape from CyberCity**
- 4 **CD Shoot**
- 5 **Lords of the Rising Sun**
- 6 **Pinball**
- 7 **Battleship**
- 8 **Laser Lords**
- 9 **Defender of the Crown**
- 10 **Tangram**
- 11 **Mystic Midway**
- 12 **Treasures of the Smithsonian**
- 13 **Visit to Sesame Street - Numbers**
- 14 **Connect 4**
- 15 **Alice in Wonderland**
- 16 **Time Life Photography**
- 17 **Cartoon Jukebox**
- 18 **Tom's Magic Picture Show**
- 19 **Zombie Dinos from Planet Zeltoid**
- 20 **Richard Scarry's Best Neighbourhood**

FORTHCOMING TITLES

	PRICE	CATEGORY
Scotland Yard Interactive	TBA	Game
Secret Name of Ra	TBA	Game (strategy)
Shipwreck	£24.99	Kids' game
Wuzzo Goes Flying	TBA	Kids
Venice	£34.99	Reference/Travel
A Child is Born	TBA	General interest
Riddle of the Maze	TBA	Game (puzzle)
Link: Faces of Evil	TBA	Game (Nintendo)
Zelda: Wand of Gamelon	TBA	Game (Nintendo)

NEXT ISSUE!

The next issue of CDi Magazine will be out in October. We hope to bring you the first review of a full motion video title. And we will put the new joypad controller to the test to see if it's any better than the unpopular remote.

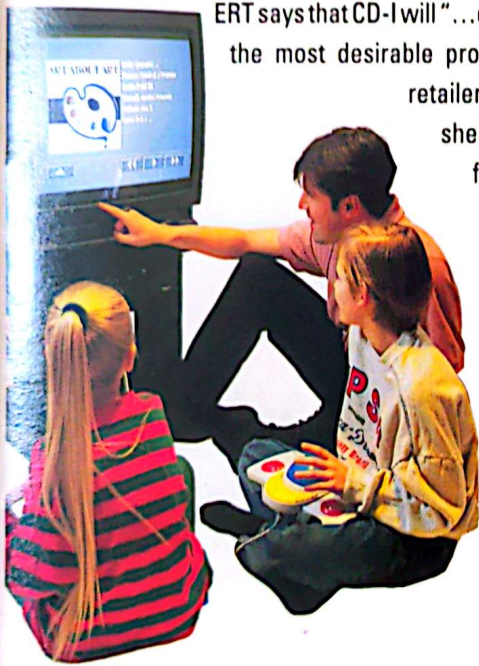


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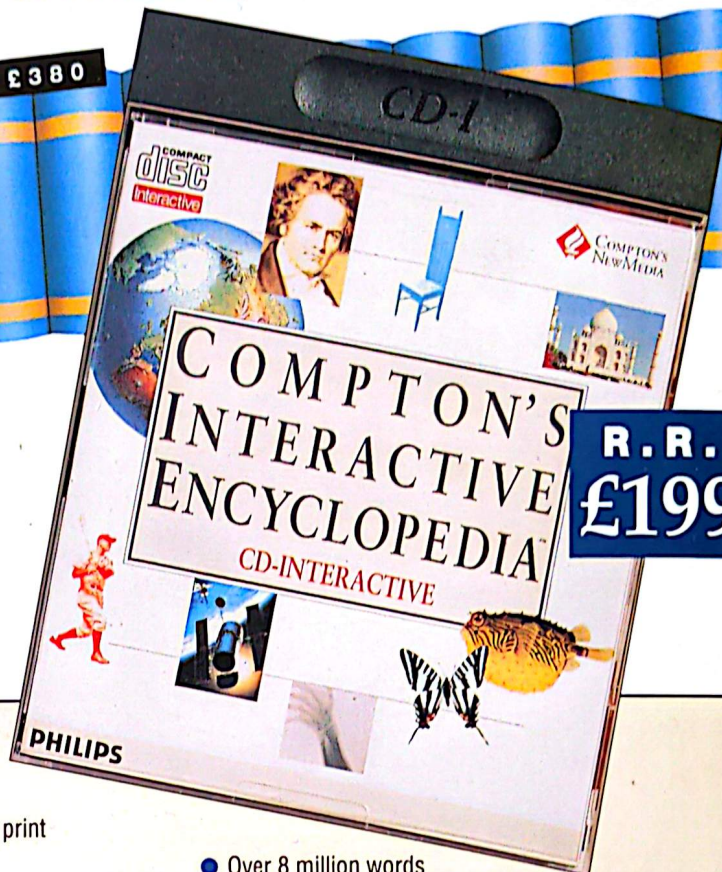
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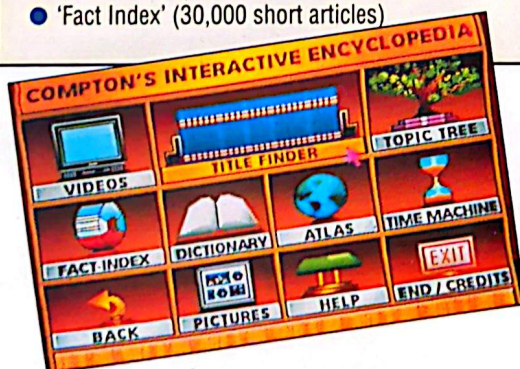
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